



BLINKX

THE TIME SWEEPER

ALL HIDDEN
**CAT
MEDALS**
REVEALED!

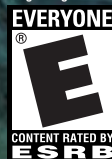


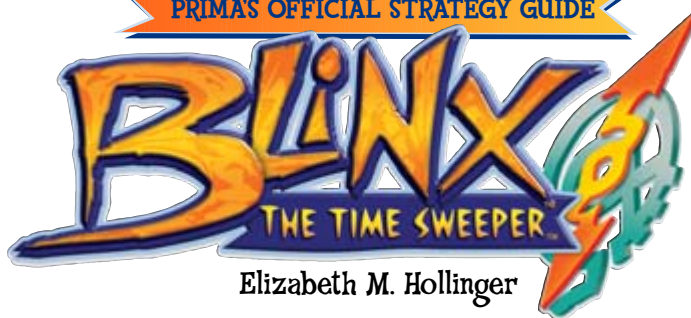
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Welcome To Blinx: The Time Sweeper

BLINX: THE TIME SWEEPER IS A NEW KIND OF ACTION GAME MADE ESPECIALLY FOR THE MICROSOFT XBOX. IT FEATURES A COOL CAT NAMED BLINX WHO SPENDS HIS DAYS AS A JANITOR AT THE TIME FACTORY.

USING HIS TIME SWEEPER, BLINX COLLECTS ERRANT TIME CRYSTALS BEFORE THEY CAN CAUSE GLITCHES IN THE TIME STREAM. BUT WHEN BLINX HEARS THAT SOME THUGS HAVE KIDNAPPED A PRINCESS AND PLAN TO STEAL TIME CRYSTALS FOR NEFARIOUS PURPOSES, HE DECIDES TO TAKE MATTERS INTO HIS OWN PAWS. BLINX INTENDS TO RESCUE BOTH THE PRINCESS AND THE TIME CRYSTALS.



▲ Blinx: Not Your Usual Action Hero!

As a janitor, Blinx spends his day sweeping up garbage with his Time Sweeper, the TS-1000. His sweeping skills come in handy when he takes on the challenge of rescuing the princess.

With the TS-1000, Blinx can sweep up all your basic rubbish, trash cans, oil barrels, park benches, flowerpots, and discarded appliances. Blinx can shoot trash out of the TS-1000 at enemy monsters, and he can trade trash still in the sweeper at the end of the stage for extra cash. Because you have to defeat a specified number of monsters in each stage to open the exit warp, part of your strategy should be deciding which pieces of trash to pick up and when to do it.





SWEEPING UP TRASH IS JUST PART OF A DAY'S WORK.



WHEN SHOVED INTO REVERSE, HOWEVER, THE TS-1000 BECOMES A HANDY WEAPON. LOOK AT BLINX FIRE TRASH AT THAT BOSS!



AT THE END OF EACH STAGE, ALL TRASH REMAINING IN THE TS-1000 IS TURNED IN FOR CASH. PAY ATTENTION TO THE VALUE OF EACH PIECE SO YOU KNOW WHICH ITEMS NOT TO FIRE AT MONSTERS.



Blinx also uses his trusty TS-1000 to pick up precious time crystals. Time plays a major role in this game. With the time crystals, Blinx can rewind, slow, pause, record, and fast-forward the game to solve puzzles, reach new areas, and get the jump on pesky monsters. This revolutionary feature is patented by Microsoft and available only on the Xbox.



TIME CRYSTALS PLAY A HUGE ROLE IN BLINX. FIND THEM ON THE GROUND OR AS BOOTY WHEN YOU DEFEAT AN ENEMY.

Here's how they work: When Blinx sweeps up three of the same type of time crystals plus one different one, he's rewarded with a use of that time control (Pause, for instance, or Fast-Forward). If he picks up four of the same type, he gets two uses of that time control. Think ahead when you pick up time crystals.



TO MAXIMIZE THE NUMBER OF TIMES YOU CAN USE A TIME CONTROL, SWEEP UP TIME CRYSTALS IN SETS OF THREE OR FOUR MATCHING CRYSTALS.

The Xbox records your most recent actions on its hard drive, so when you use one of the time controls, it manipulates time accordingly in real time on the screen. If you use Rewind, for example, logs float upstream and broken items are made whole again.

Record Blinx performing some amazing feat, and during playback you see his ghost re-enacting that trick while Blinx goes on to do something else. Select Pause and monsters stop in their tracks. Use Fast-Forward or Slow to speed up the action or slow it down.

To help Blinx save the princess and the world, you must become adept at figuring out what time control to use in what situation. That's where we come in. Read on to learn how to aid Blinx in his quest to beat the Tom-Tom Gang.



The Time Sweeper Handbook

IN BLINX: THE TIME SWEEPER, YOU CONCENTRATE ON THE GAME, INSTEAD OF MEMORIZING COMPLICATED COMBO MOVES OR TRYING TO REMEMBER WHAT BUTTON CONTROLS WHICH FUNCTION. ONCE YOU UNDERSTAND THE BASICS, YOU CAN IMMERSE YOURSELF IN THE FUN OF SAVING THE WORLD.

The Moves

You can master Blinx's moves with three buttons and the left thumbstick. How simple is that?

Press the left thumbstick in the direction you want Blinx to move. The farther you move the thumbstick, the faster Blinx walks. Combine this with the Fast-Forward time control to make him go really fast.

Press **A** to make Blinx jump. Press **A** and the left thumbstick together if you want him to jump in a certain direction.



IF YOU PRESS THE LEFT THUMBSTICK IN CERTAIN DIRECTIONS WHILE JUMPING, BLINX DOES COOL GYMNASTIC MOVES LIKE CARTWHEELS AND BACK-FLIPS. USE THESE MOVES TO DODGE ENEMIES AND ESCAPE ATTACKS.

Press **A** twice to do a double jump. Blinx jumps higher and travels farther than he would with a standard jump. With experience, you'll know instinctively when a double jump is needed.



YOU CAN ALSO USE THE DOUBLE JUMP TO SLOW DOWN WHEN TRAVERSING SLIPPERY ROOFTOPS, SAND, OR FAST-MOVING STREAMS.

Press **X** or **R** to make Blinx sweep up and fire trash with his handy-dandy sweeper. Holding **X** or **R** sweeps up nearby pieces of trash or crystals. The size and weight of the item determines how long it takes to sweep it up.

When you tap **X** or **R**, Blinx's sweeper shoots the last piece of trash in the direction he's facing. If Blinx fires while facing an enemy, he automatically aims his sweeper at the enemy.



EVEN THE LEVEL 3 SWEEPER TAKES A WHILE TO SWEEP UP LARGE ITEMS LIKE THIS RUSTED AUTOMOBILE.



FACTOR IN ELEVATION WHEN FIRING AT FLOATING ENEMIES SUCH AS THIS OCTOBALLON, AND STAND FAR ENOUGH BACK SO THAT BLINX DOESN'T HAVE TO FIRE STRAIGHT UP.



Handle the time controls with **B**. First, press and hold **B** to display your collected controls onscreen. Using the left thumbstick, move the cursor over the desired control. Release the Control Time button to activate the time control. To learn more about time control functions, see Time Controls Exposed in this section.



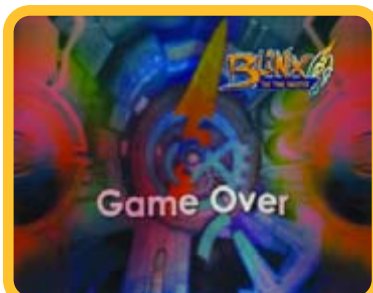
USE **B** TO ACTIVATE A TIME CONTROL. YOU CAN MANIPULATE TIME IN MANY WAYS!

▲ The Flow of the Game

You have 10 minutes in each stage to defeat all the time monsters the Tom-Tom Gang's theft has created. When you've cleared the enemies, the goal gate opens and you return to the present. If you fail to clear the monsters before time runs out, it's Time Over. If you run out of Retrys it's game over.



THE GOAL GATE LIGHTS UP WHEN YOU DEFEAT THE FINAL MONSTER IN THE STAGE YOU'RE PLAYING.



IF YOU RUN OUT OF TIME AND YOU HAVE NO MORE RETRIES, IT'S GAME OVER!

If this seems easy, it isn't. The monsters are scattered everywhere, sometimes in groups and sometimes alone in obscure corners. To find them all, you must search the entire level.



SOMETIMES YOU GET LUCKY AND FIND LARGE GROUPS OF MONSTERS IN A SINGLE ROOM.



SOMETIMES THAT LAST MONSTER LURKS WHERE YOU DIDN'T THINK TO LOOK.

As if finding all the monsters weren't challenging enough, you also have to solve puzzles and get around or over obstacles. Here are a few of the obstacles you run into as you seek to save the world from the Tom-Tom Gang.



AVOIDING REGULAR ROLLING BARRELS IS A PIECE OF CAKE. IT'S THE EXPLOSIVE ONES YOU HAVE TO WATCH OUT FOR.



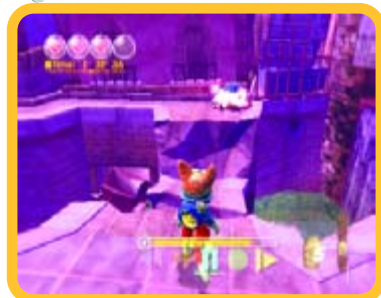
JUMP SWITCHES OPEN DOORS AND TURN THINGS ON AND OFF. IF YOU FIND TWO OF THESE IN THE SAME ROOM, IT'S LIKELY YOU'LL HAVE TO USE RECORD SO YOU CAN HAVE TWO BLINXES WORKING THE SWITCHES AT ONCE.



THE "M" ON THIS DOOR INDICATES YOU HAVE TO DEFEAT ALL THE MONSTERS IN THE ROOM TO OPEN IT.



USE PAUSE TO FREEZE THIS SPIKE-TRAPPED DOOR IN THE OPEN POSITION IF YOU WANT TO ENTER THE ROOM BEYOND IT IN ONE PIECE.



WATCH OUT FOR UNBALANCED PLATFORMS AND UNSAFE PATCHES ON FLOORS AND BRIDGES! TO CROSS THEM, YOU MAY HAVE TO HOLD THEM IN PLACE WITH PAUSE OR SLOW. TRY REWIND TO REASSEMBLE SECTIONS ALREADY BROKEN TO PIECES.



TO CROSS AN OPEN EXpanse, VACUUM UP THE STRING OF THIS BALLOON AND HOLD ON FOR DEAR LIFE!

After you've cleared a stage of monsters, the next stage opens to let you continue your quest. You can go back to already completed stages to collect hidden Cat Medals. The game has 80 of these medals in red, blue, silver, and gold. Collect enough medals and you get neat prizes—including an opportunity to buy the super-special (and super-expensive) TS-X7 Supreme!



FINDING CAT MEDALS REQUIRES A SHARP EYE AND EVEN SHARPER REFLEXES. CAN YOU COLLECT ALL 80?

Try to improve your time through each stage, aiming for an A+ or S+ ranking. If you finish the game with an A+ or S+ in every stage, you unlock a hidden prize.



AT THE END OF EACH STAGE, YOUR PERFORMANCE IS GRADED. THE FASTER YOU COMPLETE A LEVEL, THE BETTER YOUR SCORE.

Time Controls Exposed

Every time you collect four time crystals—shown in the bottom left corner of the screen—the hand of crystals is evaluated and if valid, time controls are doled out. If Blinx collects at least three crystals of the same type, plus one crystal—any other type, he gets one use of the time control corresponding to the three matching crystals.

If he fills up his hand with four crystals of the same type, Blinx gets to use the corresponding time control twice. If he fails to collect at least three time crystals of the same type, he gets nothing. The hand resets.

Try to build a hand of crystals that gives you the time controls you need most.



EACH TIME YOU SWEEP UP A TIME CRYSTAL, IT'S RECORDED IN THE BOXES IN THE SCREEN'S LOWER LEFT CORNER. WHEN YOU'VE SWEEP UP FOUR CRYSTALS, THE HAND IS EVALUATED.



IF POSSIBLE, COLLECT FOUR MATCHING CRYSTALS TO GET THE MOST TIME CONTROL USES.



Time controls are laid out at the bottom of the game screen in the standard format for VCR controls. To use one, hold down **B**, highlight the desired control, and release **B**. Each time control has its own characteristics, allowing you to manipulate time in a variety of ways. Be aware, however, that time controls do not stop or alter the time limit for the stage.

YOU CAN USE ONLY THE TIME CONTROLS THAT ARE LIT UP. THE NUMBER OF TIMES YOU CAN USE A CONTROL APPEARS ABOVE ITS VCR SYMBOL AT THE BOTTOM OF THE GAME SCREEN.



REW: Rewind

The Rewind control lets you rewind time for 10 seconds. It also has the power to make some broken items whole again. The Rewind control makes rivers, streams, and conveyor belts run backwards, making it easier to reach certain locations. Rewind time crystals look like purple crosses.



USE REWIND WHILE STANDING ATOP BROKEN BRIDGES OR STATUES TO MAKE THEM WHOLE AGAIN, SO YOU CAN REACH OTHERWISE INACCESSIBLE OR HIDDEN ROOMS OR ITEMS.

FF: Fast-Forward

This control speeds up everything, including Blinx. It's good for helping Blinx get to the goal gate within the 10-minute limit or from one stage location to another in practically no time. Fast-Forward also encases Blinx in a special force field, protecting him from one hit from any danger in his path. The Fast-Forward crystal looks like an orange triangle.



USE FAST-FORWARD TO SPEED UP BLINX SO HE MAKES IT TO THE GOAL GATE IN TIME.

PAUSE: Pause

This control freezes everything for a short time. Pause crystals look like blue crescents. Use Pause when you want the world to stop for a moment—such as when you face fast-moving Bosses or while traversing areas with wobbly moving platforms. Pause also immobilizes certain deadly traps, allowing you to pass without harm.



PAUSE FREEZES ACTION, SO YOU CAN SIDESTEP MONSTERS, RUN ACROSS MOVING PLATFORMS, AND ESCAPE CERTAIN TRAPS.

◆ REC: Record ◆

This control lets you tape 10 seconds of your action and then replay it. You get two Blinxes on screen at once! It's an important time control for puzzles that require two people to press down buttons or to operate items such as seesaws. You're invincible when you are recording, making this a perfect control to use when you must attack monsters that have many hit points. Record crystals come in the shape of green diamonds.



TO WORK SEESAW PUZZLES, USE RECORD CONTROL TO TAPE BLINX JUMPING UP AND DOWN ON ONE SIDE OF THE SEESAW. WHEN THE RECORDING PLAYS, THE REAL BLINX LAUNCHES INTO THE AIR WHEN THE GHOST BLINX LANDS ON THE OTHER END OF THE SEESAW.

★ SLOW: Slow ★

As the name implies, this control slows down everything except Blinx for a while. Slow crystals look like shining yellow stars. Use Slow when you need to get past fast-moving obstacles or just to give you the upper hand against large groups of enemies. Slow also lets you grab more of the gold that appears when you defeat a Boss.



IS THE ONSCREEN ACTION OUT OF CONTROL? REGAIN YOUR BEARINGS WHILE SLOW CALMS THINGS DOWN.

♥ RETRY: Retry ♥

Retry is the Blinx equivalent of an extra life. Collect three red hearts for one Retry; four red hearts gives you two. When a monster hits you, the game rewinds a few seconds to the point before impact, giving you another shot at dodging the enemy's blow. When you run out of Retries, it's Game Over.

You start the game with three Retry Holders and two Retry hearts. Unless you purchase more Retry Holders at the Shops located in each area, you can have no more than three Retry hearts at a time. Make Retry Holders one of your first purchases.



A RETRY IS NOTHING MORE THAN A DO-OVER. DODGE THAT ATTACK THE SECOND TIME AROUND!



Trash Combat

Because he's a Time Sweeper, trash plays a large role in Blinx's life. It also plays a large role in yours as you guide Blinx through this adventure.

In this game, trash is both ammunition and income. You must choose which trash to keep and which to use in battle. The type of trash you can pick up is also limited by the strength of your sweeper.

Most of the litter you encounter is small and easily swept up by any sweeper. Medium-sized pieces of trash are heavier and larger, and call for Level 2 or Level 3 Sweepers. Used as ammo, however, medium-sized trash inflicts twice as much damage as small pieces of trash.

Only the humongous 16T Weight qualifies as large trash. You need the Level 3 Sweeper to move it, but as ammunition it inflicts 3 HP of damage. 16T Weights are important for another reason, too: They mark the locations of hidden rooms.

The following lists categorize trash by size and give the value of each piece. Determine for yourself which items to use in battle and which items to carry with you through the goal gate!

Small Trash

◦SWEEPER REQUIREMENT: Level 1 Sweeper or better

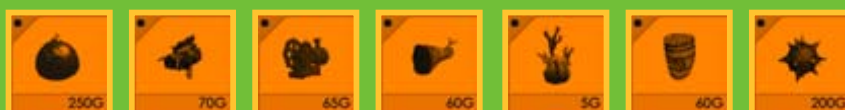
◦DAMAGE: 1 HP



Medium Trash

◦SWEEPER REQUIREMENT: Level 1 Sweeper or better

◦DAMAGE: 2 HP



Large Trash

◦SWEEPER REQUIREMENT: Level 3 Sweeper

◦DAMAGE: 3 HP

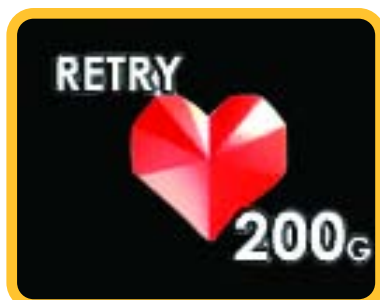


▲ The Sweeper Image Catalogue

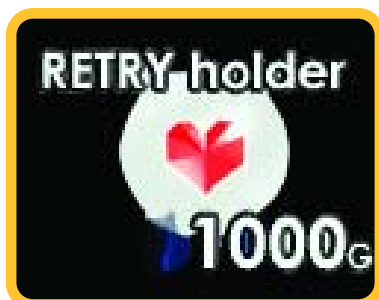
In each area of the game, you find a Shop selling a variety of Time Sweeper-related equipment. You can upgrade your abilities, your equipment, and even your ammunition. The following shows the variety of merchandise available at your local Shop.

◆ Ability Upgrades ◆

These items increase the number of Retry hearts and time controls that Blinx can carry at one time. Each Shop carries only one Retry Holder and one Time Control Holder. Make it a habit to purchase them at each Shop on your first visit.



PURCHASE THESE HEARTS WHEN YOU NEED TO REFILL EMPTY RETRY HOLDERS QUICKLY.



THIS ITEM ADDS A RETRY HOLDER TO THE LINE IN THE UPPER LEFT OF THE GAME SCREEN. THE MORE RETRY HOLDERS YOU HAVE, THE MORE RETRY HEARTS BLINX CAN HOLD AT ONE TIME.



THIS ITEM ADDS ANOTHER TIME CONTROL HOLDER TO YOUR INVENTORY. EACH TIME CONTROL HOLDER HOLDS A SINGLE TIME CONTROL.

◆ Sweeper Upgrades ◆

Three level upgrades are available for the basic TS-1000 Sweeper. TS-1000 is a Level 1 Sweeper that picks up small pieces of trash lying around the stages as you clear them. Level 2 Sweepers pick up all trash except the 16T Weight. The 16T Weight can only be picked up by a Level 3 Sweeper.

You can also buy some specialty sweepers with special powers.



TIP!

WHEN YOU BUY A NEW SWEEPER, IT REPLACES THE ONE YOU'RE HOLDING. IF YOU NEED YOUR OLD SWEEPER BACK, YOU HAVE TO BUY IT AGAIN. THE BEST SHOPPING TACTIC IS TO BUY A LEVEL 2 SWEEPER WHEN ONE BECOMES AVAILABLE AND THEN A LEVEL 3 SWEEPER TO FINISH OUT THE GAME.

AFTER YOU COMPLETE THE GAME, PURCHASE THE FREEZE SWEEPER TO GET THE REST OF THE 80 HIDDEN CAT MEDALS. THEN SAVE UP LOTS OF GOLD TO GET THE EXTRA-SPECIAL TS-X7 SUPREME, AND USE IT TO GET TOP TIME MARKS IN EACH LEVEL.

LEVEL 1 SWEEPERS



THIS IS THE TS-1000 SWEEPER THAT YOU START THE GAME WITH. IT IS THE MOST BASIC MODEL ON THE MARKET.



THIS SWEEPER LETS YOU SWEEP UP PILES OF SAND AS WELL AS SMALL PIECES OF GARBAGE. THIS MODEL IS ESPECIALLY HANDY IN SANDY AREAS SUCH AS THE HOURGLASS CAVES.

LEVEL 2 SWEEPERS



THESE SWEEPER MODELS ALL DO THE SAME THING—SWEEP UP ALL KINDS OF TRASH EXCEPT THE 16T WEIGHT. THE JAGUAR, SPIRAL, AND SKULL MODELS HAVE DESIGNER MARKINGS THAT MAKE BLINX LOOK COOL WHILE HE WORKS.

LEVEL 3 SWEEPERS



LEVEL 3 SWEEPERS ARE THE MOST ADVANCED PROFESSIONAL MODELS SOLD IN THE REGULAR GAME. THESE HEAVY-DUTY MACHINES CAN HANDLE THE HEAVIEST PIECES OF TRASH, AND CAN SWEEP UP SMALLER PIECES OF TRASH FROM A GREATER DISTANCE THAN THE LEVEL 1 AND LEVEL 2 SWEEPERS.



THIS SWEEPER CAN SHOOT FIERY TRASH AND SWEEP UP FLAMES IN THE FORGE OF HOURS. THIS MODEL IS ESPECIALLY EFFECTIVE WHEN USED AGAINST WATER SPIRIT MONSTERS.



THIS SWEEPER MODEL SHOOTS OUT FROZEN TRASH AND SWEEPS UP SMALL POOLS OF WATER. IT IS ALSO THE IDEAL WEAPON TO BE USED AGAINST THE COMBUSTASAUR.

SPECIAL UPGRADES



THE SWEEPER PACK L DOUBLES THE AMOUNT OF TRASH YOUR SWEEPER HOLDS, FROM FIVE PIECES TO TEN. IT WORKS WITH ALL SWEEPERS AND COMES INSTALLED WHEN YOU PURCHASE A NEW ONE. THIS ITEM CAN BE BOUGHT AT THE SHOP IN THE HOURGLASS CANALS.



RUMOR HAS IT THAT THIS SPECIAL SWEEPER APPEARS IN SHOPS AFTER YOU'VE COLLECTED ALL 80 OF THE HIDDEN CAT MEDALS. IT IS EXTREMELY EXPENSIVE BUT WELL WORTH ITS COST; IT DOES THE WORK OF ALL OF THE SWEEPERS COMBINED, INCLUDING THE ALADDIN, FLAME, AND FREEZE MODELS!

◆ Ammunition ◆

You can buy special ammunition in the Shops to augment your trash sweepings. SuperBombs and Spike Bullets deal heavy damage and can be helpful in difficult stages.

Bomb



300G

Super bomb



500G

Spike bullet



400G

◆ Clothing ◆

The Shops in this game also sell cool outfits for Blinx when he gets bored with his regular clothes. If you have the money and the time, you can create ensembles of clothing and sweepers!

RED SET



5000G

BLUE SET



5000G

ARMY SET



7500G

GREEN SET



7500G

ORANGE SET



7500G

DESERT SET



10,000G

WINTER SET



10,000G

YELLOW SET



10,000G

BRIGHT SET



30,000G

BLACK SET



30,000G



▲ Secrets of the Testers ★

The following list has tips and tricks from Microsoft's own testers. They're the ones who spent the most time with the game before it hit store shelves, so you can trust what they say.

- Experiment with various time controls in all areas. They can help you defeat monsters, avoid traps, solve puzzles, and reach hidden areas.
- Don't pick up every crystal you see! Build hands that give you time controls—at least three of the four crystals shown in your hand at the screen's bottom left must be the same color.
- When enemies are flashing, they are invincible. Wait for foes to drop their guard. When they stop flashing, attack! ★
- Higher-level sweepers let you sweep bigger trash.
- Retry and Time Control Holders are the most important items in the game. Buy these first at every Shop! They increase the number of Retry hearts and time controls Blinx can carry.
- Maximize the damage you deal by using large trash items on enemies that require multiple hits to defeat. Bigger trash inflicts more damage.
- You can replay stages that Blinx has cleared. Use this advantage to go back to easier stages and stock up on time controls and gold before challenging harder stages.
- Cat Medals, 80 total, are hidden over all the stages. You get prizes after collecting set amounts. The first prizes may not be great, but later on you unlock some cool prizes and features.
- Revisit earlier stages after you purchase better sweepers from the Shops. Some hidden areas become accessible to better sweepers. ★
- Watch the trash exchange when you complete a level to find out which trash items are worth the most gold. Grab the most valuable objects just before you jump into the goal gate.
- If you have valuable items in your sweeper and an extra Record near the end of a level, record yourself and empty your sweeper. During the playback, you can sweep up double the items, giving you double the cash. ★
- All monsters and Bosses have unique abilities and attacks. Learn from their movements and attack patterns. Some monsters signal when they are about to attack.
- Bombs are highly dangerous, but if you make a mistake you can use Pause to sweep the exploding bombs up and use them again.
- Don't forget, Blinx can jump and shoot at enemies and targets. Usually this is the most accurate way to hit enemies from a distance.
- Many enemies are heard before they are seen. Use those cat ears to your advantage! ★
- Try shooting various items at monsters. Some monsters are more affected by certain trash. For example, the Keroppers are more vulnerable when they eat bombs.
- Collecting a hand with three of four crystals of the same type gives you a time control. Collecting four of a kind gives you two time controls.
- Use a Pause or Slow time control after defeating Bosses to keep gold on the screen longer so you can pick it all up.
- Some large monsters take many hits to defeat. Use Record with a full sweeper to maximize your attack power. When time rewinds, you regain all your items.
- If you open a chest with lots of gold, grab it all then Rewind. The gold goes back in the chest, and you can get it again. It's great for getting extra money to spend in the Shops.
- Use Slow and Pause for easier navigation past moving blades and across moving platforms.
- When streams of water or sand push Blinx back, use Rewind or Pause to help him progress.
- Use Pause before a golem forms so you can sweep up some of its parts and make it weaker. Golem body parts can also be sold for 100 gold each! ★



- Use Record to distract a troublesome monster or Boss. While your foe is watching the recorded Blinx, run behind for a sneak attack.
- Different sweepers have different powers. Some sweep up sand piles, water, or even flames.
- The best places to stock up on time controls are Stage 1-2 and Stage 2-1. These stages are short and easy, and have crystals for any time control you need. The stage has gold as well, making it a decent place to nab some cash.
 - Destroy Octoballoons and Dust Herders last in areas that have many enemies. You can get trash from them if you need it.
 - Take time to shoot the slot machines. If bombs come out, use Pause to pick them up for use as ammo or to exchange for 20 gold each. If gold comes out, it comes out in large amounts.
 - When fighting Water Spirits or Combustasaurs without a Flame or Freeze Sweeper, fill up with trash items, activate Record, and fire away! The recorded Blinx takes the enemy to near death—and you still have 10 trash items to finish the job.
- The Flame Sweeper is potent against Water Spirits, and the Freeze Sweeper is powerful against Combustasaurs.
- For a key advantage when fighting the Bosses, buy items in the Shop first. SpikeBullets or SuperBombs greatly increase your ability to damage and thus improve your chances of survival.
- When you get Boss 6 down to 50 percent life, stay close for his dash attacks. If you can get behind him, he charges and completely misses you. Follow his dash attack and repeat this strategy until he gives up and moves on to another tactic.
- When fighting Boss 7, go into the battle with as many Pauses as possible (six Pauses and four Rewinds are recommended). When the Boss comes out of the ground, dodge his trash attack and begin sweeping up trash. Get as many pieces as you can. You need to be a dead-eye shot. Watch for the Boss to poke his head above the water around the platform edge. When he does, Pause and fire at him. He knocks the platform you're standing on out from under you, so be wary. When the platform sinks, he sticks his head above water again. Repeat the sequence—Pause, shoot, jump from platform—until he's done in.





Stage 1: Time Square

Each world in the game features three game levels, one Boss level, and a shop where you can buy Retry Holders, Time Holders, new outfits, and the latest sweepers.

Time Square is the first world Blinx visits in his quest to stop the Tom-Tom Gang. The stages in this world teach you most of the skills you need to advance to more difficult stages.



DON'T EXPECT TO FIND EVERYTHING IN A STAGE ON YOUR FIRST VISIT. YOU HAVE A SET TIME LIMIT TO DEFEAT ALL THE MONSTERS AND GET TO THE GOAL GATE. THE FIRST TIME THROUGH, CONCENTRATE ON FINDING THE MONSTERS AND THE GOAL GATE SO YOU CAN CLEAR THE STAGE. THEN GO BACK AND LOOK FOR AREAS WHERE TIME CONTROLS MIGHT REVEAL HIDDEN LOCATIONS. LOOK FOR BLUE, RED, GOLD, AND SILVER CAT MEDALS, TOO. CAT MEDALS WIN YOU COOL PRIZES AND ITEMS THAT YOU CAN'T OTHERWISE GET.

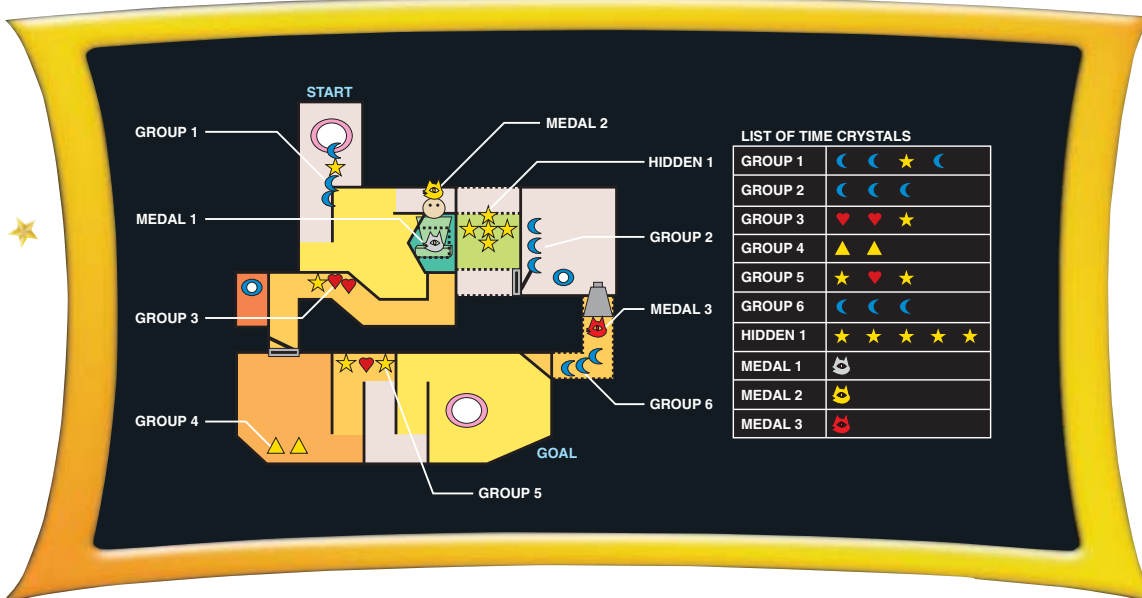
Stage 1-1

Difficulty: ★

Time monsters: 3

Secrets: 🐱 🐱 🐱

This stage introduces the basics of controlling Blinx. Follow the onscreen instructions to learn how to sweep up trash with the TS-1000. Pick up all the trash in the starting alcove—you need it later.





AT THIS STAGE, BLINX'S SWEEPER CAN HOLD UP TO FIVE PIECES OF TRASH. LATER, YOU CAN BUY AN ADD-ON THAT INCREASES YOUR SWEEPER'S CAPACITY TO 10 PIECES OF TRASH.

The first group of time crystals you find consists of three blue time crystals and a single yellow one. Grab all four crystals, and you're rewarded with a single use of the Pause command. You can hold a maximum of three time control uses right now, so decide carefully which time crystals to pick up.



PICKING UP ALL FOUR CRYSTALS GIVES YOU A SINGLE USE OF THE PAUSE COMMAND. YOU CAN ALSO GRAB JUST THE BLUE CRYSTALS AND LEAVE THE YELLOW ONE FOR ANOTHER TIME. IF YOU GET A FOURTH BLUE CRYSTAL, YOU GET TWO PAUSES.



PRESS PAUSE TO GIVE YOURSELF ENOUGH TIME TO COLLECT THE CAT MEDAL AT THE STATUE'S BASE. IF YOU WAIT TOO LONG, THE STATUE CRUMBLES AND YOUR ACCESS TO THIS ITEM IS BLOCKED UNTIL A RETURN VISIT.

Head down the ramp into the square. If you use the Pause control immediately, you can prevent the statue from crumbling long enough to grab the silver Cat Medal from under the statue's base. Cat Medals are collectible items in the game. If you find enough of them, you unlock special items and surprises.



WHEN YOU SWEEP UP MORE THAN FIVE ITEMS, THE SWEEPER AUTOMATICALLY DELETES THE FIRST ITEM SWEEPED TO MAKE ROOM FOR THE LATEST ADDITION.

Run up the ramp beside the statue. A group of barrels blocks the path. Use the Time Sweeper to whisk a couple out of your way.

Your first enemy, a Chronoblob, awaits you in the alley beyond the barrels. These guys are slow and not very observant. Aim your sweeper nozzle carefully and fire. If you hit him, he deflates, leaving behind a couple of time crystals and an outline of goo.



THE SIZE OF THE GARBAGE YOU FIRE AT AN ENEMY DETERMINES HOW MUCH DAMAGE HE TAKES. AT THIS STAGE, YOU CAN PICK UP ONLY AVERAGE-SIZED PIECES OF GARBAGE, WHICH INFLICT THE SAME DEGREE OF DAMAGE, ABOUT 1 HP.

Jump on the blue button to open a shiny gold door and continue down the sidewalk. Be careful! Another Chronoblob waits for you on the other side.





THIS SWITCH OPENS THE DOOR NEXT TO YOU. IF IT OPENS A DOOR FARTHER AWAY, YOU WOULD SEE A SHORT CUTSCENE HINTING AT THE LOCATION OF THAT DOOR.

Continue down the road until you reach a cul-de-sac with another button switch. Use it to open a door into the final section of this small level.

Head through the door and down the ramp to the goal gate. After you defeat a third Chronoblob on the ramp, it opens and you can exit.



WHEN YOU RUN INTO SMALL GROUPS OF TIME CRYSTALS, STOP TO THINK IF THEY MIGHT COMBINE WITH TIME CRYSTALS YOU'VE LEFT BEHIND. DON'T PICK THEM UP UNTIL YOU'VE IDENTIFIED THE LOCATIONS OF AT LEAST THREE OF THE SAME KIND.



USE GARBAGE AS STEPS TO REACH OUT-OF-THE-WAY PLACES. FIRE ONE OF THOSE LARGE RUST-COLORED BARRELS AT THIS WALL, AND USE IT TO HOP UP ON THE LEDGE. THERE YOU FIND MORE BLUE TIME CRYSTALS AND A RED CAT MEDAL.



Red Cat Medal

◦REQUIREMENTS: Level 3 Sweeper or a tall piece of trash



TO GET THE RED CAT MEDAL, YOU NEED ONE OF TWO THINGS: THE LEVEL 3 SWEEPER OR A TALL ENOUGH PIECE OF GARBAGE TO LET BLINX JUMP ONTO THE LEDGE WHERE THE MEDAL LIES.

WITH THE LEVEL 3 SWEEPER, SIMPLY SWEEP UP THE 16T WEIGHT BLOCKING THE ALLEY NEAR THE FIRST JUMP SWITCH AND GRAB THE MEDAL ON THE OTHER SIDE. ALTERNATIVELY, USE A TALL PIECE OF TRASH—SUCH AS ONE OF THOSE RUSTY OIL BARRELS—TO LET BLINX REACH THE MEDAL FROM THE OTHER SIDE OF THE ALLEY, BY THE GOAL GATE.

Silver Cat Medal

◦REQUIREMENTS: 1 Pause time control



USE PAUSE TO FREEZE TIME LONG ENOUGH FOR BLINX TO GRAB THE SILVER CAT MEDAL FROM BENEATH THE STATUE'S BASE AT THE START OF STAGE 1-1. IF YOU ARE SLOW AND TIME RUNS OUT, BLINX GETS CAUGHT IN THE RUBBLE AND YOU HAVE TO USE A RETRY TO GET HIM OUT.

Gold Cat Medal

◦REQUIREMENTS: 1 Rewind time control



USE REWIND TO REWIND TIME AND RECONSTRUCT THE BROKEN STATUE. TO REACH THE GOLD CAT MEDAL, HOWEVER, YOU HAVE TO BE STANDING ON THE STATUE'S HEAD AS IT IS BEING FIXED. WHEN THE STATUE IS WHOLE AGAIN, SIMPLY JUMP UP AND GRAB THE MEDAL.



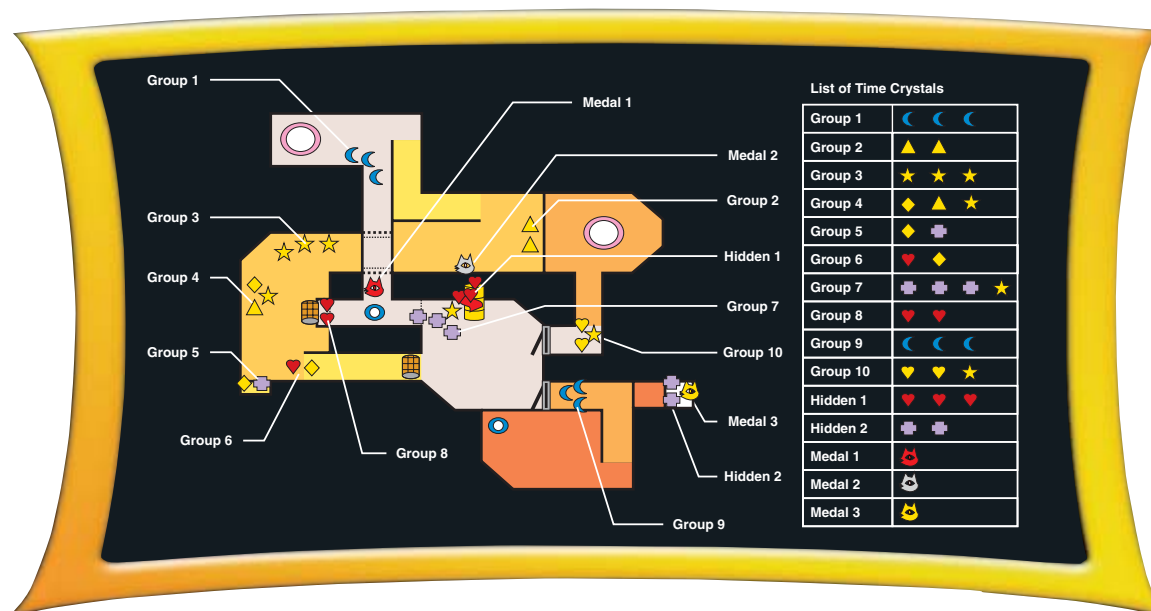
Stage 1-2

◦Difficulty: ★★

◦Time monsters: 6

◦Secrets: 🐱🐱🐱

This stage is longer and a little more complex than Stage 1-1, but the techniques you learned in the first stage hold true. With twice the number of time monsters to contend with, take the 10-minute time limit into consideration as you explore.



Walk out of the alcove to find three blue time crystals. These time crystals, in the shape of a crescent moon, give you the ability to use the Pause time control. Pick them up before moving on.

STAGE 1: TIME SQUARE



GRAB AS MUCH TRASH AS YOU CAN IN THE STARTING SECTION TO KEEP YOU FROM RUNNING OUT.



YOU NEED ONLY THREE CRYSTALS OF ONE TYPE TO USE A TIME CONTROL. IF YOU FIND A FOURTH, YOU GET TWO USES OF THAT TIME CONTROL.



THE GOLD TRIANGLES IN THIS CORNER ARE WORTH MONEY. YOU FIND MANY OF THESE INGOTS SPRINKLED THROUGHOUT THE LEVEL. THEY COME IN A VARIETY OF SHAPES, SIZES, AND DENOMINATIONS.



CHRONOBLOBS ARE PRETTY TAME MONSTERS. THEY ATTACK BY BOUNCING ON YOU. YOU SHOULD BE ABLE TO GET A SHOT OFF BEFORE THEY GET CLOSE ENOUGH TO HURT YOU.



SPIKERS INFLATE SHARP, POINTY SPIKES WHEN THEY SEE AN ENEMY AND START ROLLING TOWARD THE FOE AT TOP SPEED. ONCE A SPIKER SEES YOU, IT IS TOUGH TO GET HIM TO STAND STILL LONG ENOUGH FOR YOU TO ATTACK. THEY ARE INVULNERABLE WHILE THEIR SPIKES ARE EXTENDED.



ACTIVATING PAUSE AS YOU WALK UNDER THE BRIDGE GIVES YOU PLENTY OF TIME TO SHOOT TIME MONSTERS AND CHECK OUT THE SCENE.



AS YOU COLLECT TIME CRYSTALS SCATTERED AROUND THIS SECTION, STRIVE FOR FOUR OF A KIND. THIS IS THE QUICKEST WAY TO BUILD UP ACCESS TO TIME CONTROLS.

The first time monster you encounter is a simple Chronoblob. Shoot it with your TS-1000 and watch as the monster deflates, leaving only time crystals and a goo outline to mark its location.

Walk under the bridge into the next monster-infested area. This section is home to a Spiker (you understand the name when one of them spots you!), a Chronoblob, and a Dust Herder. The rolling barrels make this section seem busier than it is, but if you need a second to catch your breath and scope out the scene, use Pause.

Use the TS-1000 to eliminate the three monsters, then gather the time crystals to get access to more time controls.





Follow the trail of the rolling barrels up the ramp into the next area. A pool of gold crystals lies on the ground in the middle of the square.

You need gold to purchase sweeper upgrades and other items, so grab as much as you can. You have competition, however: a member of the Tom-Tom Gang.

When he rises from a hole in the ground on his air bike, ready your sweeper to attack. Three hits send him on his way, and each successful hit causes him to drop time crystals. Save your gold and replenish your time controls with his crystals.



WHEN YOU SPOT A CIRCLE OF GOLD CRYSTALS ON THE GROUND, EXPECT A MEMBER OF THE TOM-TOM GANG TO APPEAR AND TRY TO WREST AWAY YOUR GOLD. THE THUG ALSO TRIES TO MAKE OFF WITH AS MANY TIME CRYSTALS AS HE CAN REACH.

A line of purple Rewind crystals leads you into a hallway with a switch. Jump on the switch to open one of two golden doors in the city square. Grab the red Cat Medal before you leave.

Before you enter the new area, check out the broken column by the hallway. If you stand on one of the pieces and use Rewind, the column reassembles itself, providing a way for you to grab the silver Cat Medal floating above it.



DON'T COLLECT PURPLE CRYSTALS UNLESS YOU HAVE THREE EMPTY SLOTS IN YOUR CRYSTAL HAND!



THIS SMALL PIECE OF COLUMN IS THE BEST PLACE TO STAND WHILE YOU REWIND THE GAME.



JUMP TO GET THE ELUSIVE SILVER CAT MEDAL.

Enter the next section through the newly opened door to the right. Grab the three blue Pause crystals and then make a flying double jump onto the roof of the building ahead of you. Double-jump once more to reach a platform with a gold Cat Medal.



ANOTHER CAT MEDAL AWAITS YOU AT THE TOP OF THIS PLATFORM.

You've uncovered all of Stage 1-2's secrets, so you can take out the final two time monsters (a Spiker and a Dust Herder) with a light heart. After defeating both, jump on the switch and head back into the square.



IF YOU HAVE DIFFICULTY SHOOTING THE SPIKER WHEN IT'S NOT IN ATTACK MODE, TRY USING PAUSE TO FREEZE THE ACTION.

Behind the second and final door lies the path to the goal gate. You must defeat all the required time monsters to activate the gate. On larger levels, it's helpful to find the goal gate early on. Jump onto the goal gate to clear the stage.



WHEN THE GOAL GATE IS ACTIVATED, A BLINDING LIGHT STREAMS FROM THE TOP.

Red Cat Medal

◦REQUIREMENTS: None



A RED CAT MEDAL LIES NEXT TO THE FIRST JUMP SWITCH. YOU DON'T NEED ANY SPECIAL TIME CONTROLS OR MOVES TO GET THIS ONE—JUST REMEMBER TO PICK IT UP AS YOU JUMP ON THE SWITCH.

Silver Cat Medal

◦REQUIREMENTS: 1 Rewind time control



USE REWIND TO REVERSE THE FLOW OF TIME AND REASSEMBLE THE BROKEN COLUMN. RIDE ONE OF THE BROKEN PIECES AS THE COLUMN IS RECONSTRUCTED TO THE VERY TOP, THEN JUMP TO REACH THE SILVER CAT MEDAL.

Gold Cat Medal

◦REQUIREMENTS: None



AS YOU ENTER THE AREA BEHIND THE FIRST GOLDEN DOOR, MAKE A FLYING JUMP ONTO THE SLANTED ROOF OF THE BUILDING AT THE TOP OF THE FIRST PART OF THE RAMP. THEN DOUBLEJUMP ONTO THE LEDGE ABOVE TO GRAB A GOLD CAT MEDAL AND A COUPLE OF PURPLE TIME CRYSTALS.

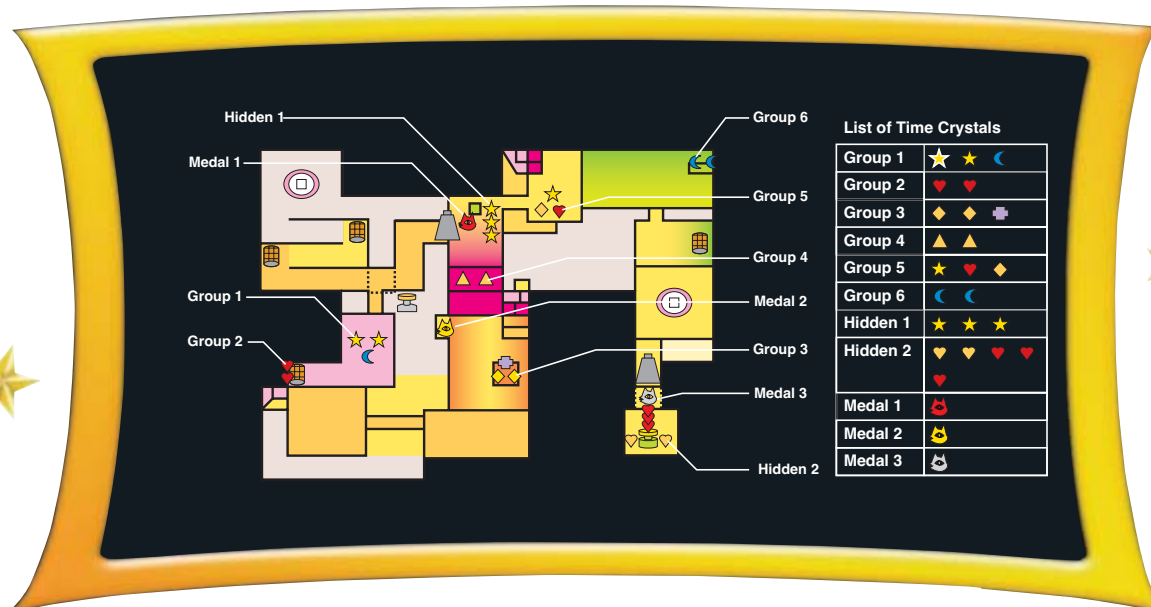


Stage 1-3

Difficulty: ★
Secrets: 🐱 🐱 🐱

Time monsters: 6

The final game level of Time Square has you racing over rooftops to defeat time monsters before time runs out. In case you wonder, all the action is on the rooftops. The alleys below are deserted, bereft of both time crystals and monsters. Explore them as you wish, but keep that time limit in mind.



As always, start by picking up as much trash as your sweeper can hold. Then head up the ramp.



IF YOU MAKE A WRONG TURN OR GET LOST, USE THE ARROW SIGNS TO DIRECT YOU. THESE SIGNS COME IN HANDY IN CONFUSING STAGES LIKE THIS ONE.



THE BARRELS THAT ROLL DOWN THE RAMP WON'T IMPEDE BLINX'S PROGRESS, BUT BE ALERT FOR SPARKING FUSES. THESE INDICATE AN EXPLOSIVE BARREL WHICH YOU WILL SEE LATER IN THE STAGE. IF BLINX TOUCHES ONE, HE'S BLOWN TO BITS!

You can't shift the 16T Weight with your current sweeper (you need a Level 3 Sweeper for that), so head right across the flimsy wooden bridge onto the first rooftop.





THE ROOFTOPS' SLANTS AREN'T GREAT ENOUGH TO HINDER BLINX FROM WALKING, BUT HE SLIPS ON SOME SECTIONS. YOU MUST JUMP AND DOUBLEJUMP TO GET WHERE YOU NEED TO GO.

A Chronoblob waits at the end of the first line of rooftops. Jump around and over the trash to get a clear shot at him.

Walk across the bridge and prepare to confront a new enemy: the Octoballoon. These floating octopi come in a variety of colors and strengths. The blue ones in this stage have a single HP, so you can defeat them with a single hit. They attack by spitting out trash like the Dust Herders. You know an attack is coming when one swoops down to your level.



WATCH OUT FOR PLACES WHERE TRASH OR OTHER OBSTACLES PREVENT YOU FROM GETTING A CLEAR SHOT AT THE ENEMY. THE CHANCES OF AMBUSH ARE GREAT HERE.



ONE HIT IS ALL IT TAKES TO DEFEAT THESE FLOATING ENEMIES.



OVER THE CREST OF THE NEXT ROOF YOU SEE THE TELLTALE SIGN OF A RED CAT MEDAL. CLIMB OVER THE ROOF TO ADD IT TO YOUR COLLECTION.

Tight quarters on the next section of rooftop make it difficult to shoot safely at the Dust Herder standing guard. Dodge its attacks until you find an unobstructed perch. Then continue over the rippling roofline to take out the Chronoblob in front of the chimney.



IT'S EASY TO FILL UP YOUR TIME CONTROL HOLDER WITH A VARIETY OF TIME CRYSTALS—AS DISTINGUISHED FROM THE RELATIVELY SCARCE GOLD CRYSTALS SPRINKLED THROUGHOUT THE LEVEL.

The final two enemies (another Octoballoon and a Chronoblob) guard the next-to-the-last deck. Take out the Chronoblob first and do it from the bridge, so you can move in closer and get a better shot at the Octoballoon.



YOU HAVE TO DOUBLE-JUMP A COUPLE OF TIMES TO REACH THE TWO BLUE PAUSE CRYSTALS AT THE TOP CORNER OF THIS ROOF

Dodge the rolling barrels to get to the exit gate beyond. Watch out for the explosive barrel! You don't want to get blown up so close to the end of the stage.



THE LIGHTED FUSES ON THIS EXPLOSIVE BARREL SHOULD WARN YOU AWAY FROM THEM.

Red Cat Medal

◦REQUIREMENTS: None



CLIMB THE ROOF OF THE BUILDING PAST THE FIRST OCTOBALLOON. ABOVE IT, YOU SEE THE RED CAT MEDAL ON A SMALL LEDGE. WALK OR JUMP ONTO THE LEDGE TO GET THE MEDAL.

Silver Cat Medal

◦REQUIREMENTS: Level 3 Sweeper and a Fast-Forward



SWEEP UP THE 16T WEIGHT IN FRONT OF THE DOOR TO THE HIDDEN CHAMBER BY THE GOAL GATE. INSIDE, YOU FIND A COUPLE OF GOLD CRYSTALS ON THE FLOOR, A LINE OF RED HEARTS, AND THE SILVER CAT MEDAL SUSPENDED OVER A STRANGE SILVER CONTRAPTION.

THE FF MARK ON THE TOP OF THE CONTRAPTION'S PLUNGER INDICATES THAT YOU NEED A FAST-FORWARD TIME CONTROL TO MAKE USE OF THE MACHINE. SET A FAST-FORWARD IN MOTION AND THEN JUMP ON THE MACHINE. IT BOOSTS YOU HIGH ENOUGH TO GRAB THE SILVER MEDAL.

Gold Cat Medal

◦REQUIREMENTS: Level 3 Sweeper



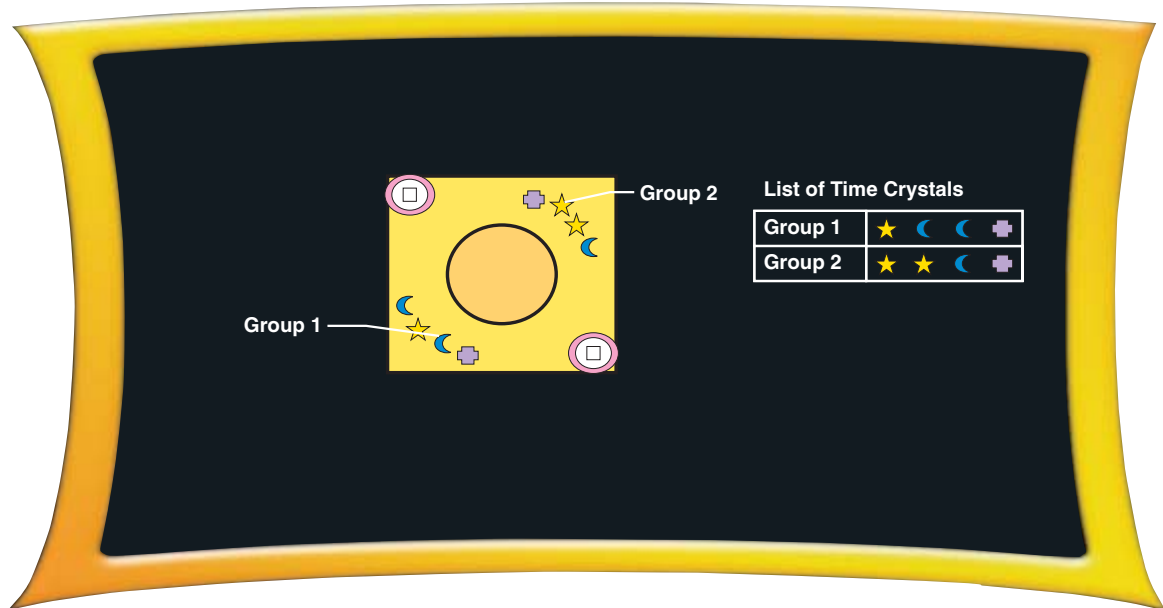
THE GOLD CAT MEDAL IS HIDDEN IN A SMALL ROOM BEHIND THE 16T WEIGHT AT THE TOP OF THE RAMP AT THE BEGINNING OF THE STAGE. SWEEP IT UP WITH THE LEVEL 3 SWEEPER AND CLAIM THE PRIZE WITHIN.



▲ Stage 1 Boss: The Dust Keeper

◦Difficulty: ★

◦HP: 4



The Dust Keeper is the first Boss you encounter in the game. As such, the strategies to defeat him are pretty simple.

The Dust Keeper tends to madly jump around the arena, firing off trash whenever the mood strikes him. You need to pick up some trash to arm the TS-1000 when you start this stage, so you're unable to attack right off the bat. Use Pause or Slow so that you can pick up some garbage before the Dust Keeper gets his first shot off.



USE PAUSE OR SLOW TO GRAB SOME TRASH BEFORE THE DUST KEEPER STARTS SHOOTING AT YOU.

It takes four hits to defeat the Dust Keeper. Keep dodging the flying garbage as you sweep up trash for missiles of your own, and try to hit the Dust Keeper himself.

Pause and Slow make it easier to sweep up trash and hit the bouncing beast. You find both blue and yellow time crystals around the edges of the arena to activate the Pause and Slow controls.



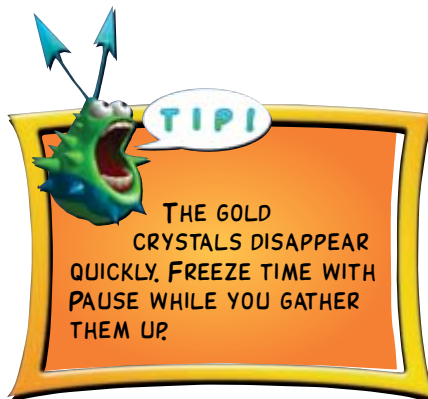
BLINKX

THE TIME SWEEPER

PRIMA'S OFFICIAL STRATEGY GUIDE



DODGE THE DUST KEEPER'S ATTACKS AS YOU SEARCH FOR AMMO AND OPENINGS TO LAUNCH YOUR OWN ATTACKS. FOUR HITS IS ALL IT TAKES TO DEFEAT THIS BOSS, BUT THE GOING'S TOUGH UNLESS YOU HAVE A LARGE SUPPLY OF TIME CONTROLS.

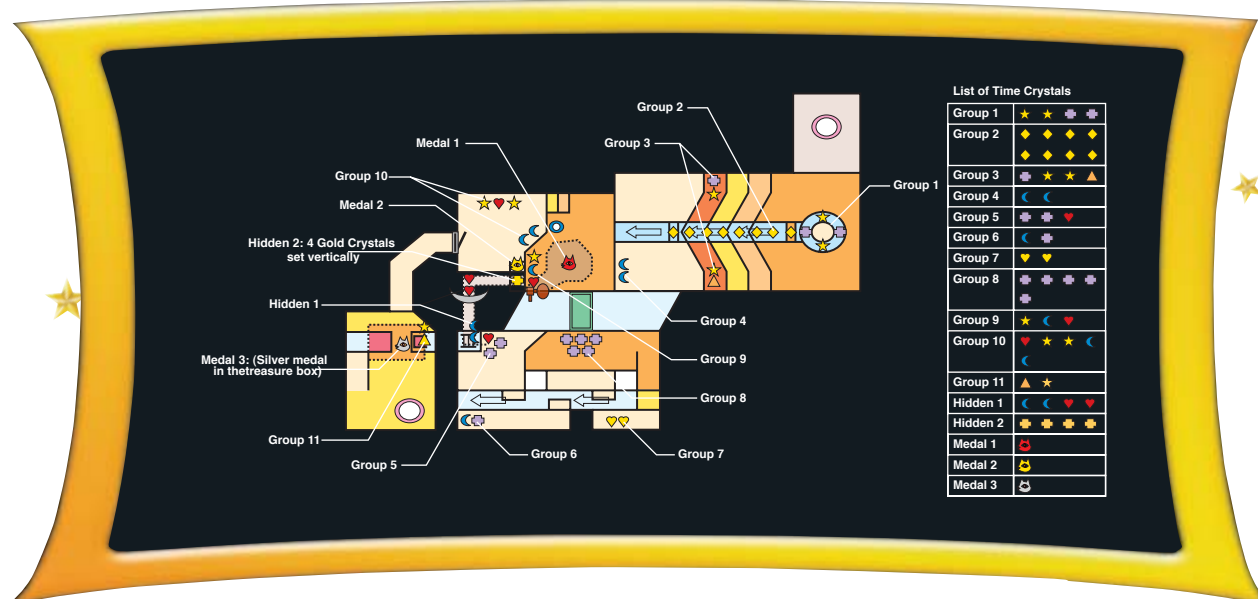


Stage 2: Déjà Vu Canals

Stage 2 introduces larger levels with more sophisticated puzzles and challenges. Most of the enemies you encounter in the Déjà Vu Canals are old friends. You meet some of their stronger brothers as the difficulty level increases, however. Expect to use time controls more often in this stage to control the water current in the canals and to fix the crumbling bridges.

Stage 2-1

Difficulty: ★
Secrets: 🐱 🐱 🐱
Time monsters: 8



This level introduces you to the canal environment, while giving you plenty of opportunities to restock your Time Control and Retry holders. Watch for unusual areas or features that you might need to explore further.

Exit the starting gate, sweep up all the trash around you to arm your sweeper, then head into a large courtyard. From the top of the steps, take out both Octoballoons circling overhead.



COLLECT ALL THE GOLD IN THE STREAM FLOWING DOWN THE CENTER OF THE WALKWAY BY JUMPING IN. THE CURRENT CARRIES YOU TO A FOOT-BRIDGE AT THE BOTTOM.



IF YOU NEED TO RESTOCK ANY TIME CONTROLS, THE COURTYARD HAS PLENTY OF CRYSTALS. MAKE SURE YOU HAVE AT LEAST ONE REWIND FOR LATER IN THE LEVEL.

Head down the courtyard steps and enter a canal at left. As you cross under the bridge, aim and shoot the Chronoblob at the end of the canal before it sees you.



Dispatch the Chronoblob, round the corner to the left, and immediately sweep up the bomb you see on the ground. This corner dock is guarded by a Keropper, a froglike time monster with a liking for trash. When you feed it trash from your sweeper it grows bigger and slower. This lets you run around it and shoot it in its vulnerable behind.

A quicker way to defeat this time monster is to feed it a bomb, which explodes in the Keropper's belly. You can usually count on finding a bomb or two on the ground around the Keropper's lair.

HMMM. THIS OPENING LOOKS INTERESTING....



TAKE OUT A KEROPPER IN ONE OF TWO WAYS: FEED IT BOMBS OR SHOOT ITS VULNERABLE BACKSIDE.



REMEMBER THIS POND AND THE GRATE AT THE BOTTOM FOR LATER. YOU NEED SPECIAL EQUIPMENT TO OPEN THE DOOR AND FIND OUT WHAT'S BELOW.

Head down the other side of the buildings, jumping from wooden dock to wooden dock. No enemies lurk around the corners, so relax and enjoy the Mediterranean scenery.

At the end of the canal, hop onto the ramp to your left and follow it to the rooftops. Grab your sweeper and prepare to take out the Dust Herder ahead before it hits you with trash projectiles.



IF YOU FALL INTO THE CANAL, THE CURRENT DRAGS YOU TO THE KEROPPER'S CORNER AGAIN. USE A SLOW OR A PAUSE TO HELP YOU ESCAPE THE FLOW, OR USE A REWIND TO REVERSE IT ALTOGETHER. IT'S BEST TO AVOID FALLING IN!



AS YOU PASS BY THE BRIDGE, IT STARTS TO CRUMBLE. GOOD THING THE GROUND IS LITTERED WITH REWIND CRYSTALS.

Rewind to reassemble the bridge over the first canal and cross over to defeat two green Chronoblobs on the other side. Then, jump on the jump switch by the stairway to open the door to the square with the goal gate.



HOW ARE YOU SUPPOSED TO REACH THAT MEDAL? NO TRASH IN THE LEVEL IS TALL ENOUGH TO BOOST YOU UP THERE.



THE JUMP SWITCH HERE OPENS AN EXIT DOOR FROM THE SQUARE ON THE GROUND FLOOR. YOU ARE ALMOST HOME.



Run down the stairs and take on the yellow Chronoblob in the square on the ground floor. This time monster is a stronger version of the green-colored Chronoblob and takes two hits with normal pieces of trash to defeat.



The yellow Chronoblob is the last time monster you have to defeat in this level. Run through the door you opened with the jump switch and follow the passage to the terrace with the glowing goal gate.



YELLOW CHRONOBLOBS HAVE TWO HIT POINTS. LOB TWO PIECES OF ORDINARY TRASH TO DEFEAT ONE. IF YOU HAVE A LEVEL 2 SWEEPER AND A LARGER PIECE OF TRASH, YOU CAN TAKE OUT THE CHRONOBLOB IN ONE HIT.

THE GOAL GATE BECKONS!

Red Medal

◦REQUIREMENTS: None



AS YOU WALK DOWN THE FIRST REAL CANAL (AS OPPOSED TO THE WATER FEATURE IN THE OPENING PLAZA) TO YOUR MEETING WITH THE KEROPPER, LOOK TO YOUR RIGHT AS YOU PASS UNDER A BRIDGE. YOU SEE AN OPENING TO A SHORT TUNNEL STREWN WITH TRASH. VENTURE INSIDE, SWEEP UP THE TRASH, AND YOU FIND A RED MEDAL.



Silver Medal

◦REQUIREMENTS: Freeze Sweeper

THE FINAL TWO MEDALS IN STAGE 2-1 REQUIRE THE USE OF THE FREEZE SWEEPER. THIS ITEM CAN BE PURCHASED FROM THE SHOP IN STAGE 6, AND ALLOWS YOU TO SWEEP UP SMALL POOLS OF WATER. THE SILVER MEDAL IS IN A HIDDEN ROOM BENEATH THE SHORT BRIDGE TO THE GOAL GATE.



LOOK IN THE WATER TO THE LEFT OF THE BRIDGE TO FIND AN UNDERWATER GRATE. USE THE FREEZE SWEEPER TO DRAIN THE WATER AND OPEN THE GRATE. JUMP IN, YOU'RE IN AN UNDERGROUND ROOM, AND THE SILVER MEDAL LIES IN A TREASURE BOX THERE.

Gold Medal

◦REQUIREMENTS: Freeze Sweeper

PERHAPS YOU ALREADY SPOTTED THE GOLD MEDAL ON THE CORNER OF A ROOFTOP WHEN YOU CROSSED THE CRUMBLING BRIDGE MIDWAY THROUGH STAGE 2-1. BUT HOW TO GET TO IT?

ANOTHER OF THOSE UNDERWATER GRATES IS THE ANSWER TO YOUR QUESTION. YOU CAN FIND IT IN THE LEVEL NEAR THE KEROPPER'S CORNER.

DISPATCH THIS ENEMY, THEN LOOK IN A SMALL POOL IN THE NORTHEAST CORNER OF THE PLATFORM. SWEEP AWAY A SHALLOW COVERING OF WATER WITH THE FREEZE SWEEPER, AND THE GRATE AT THE BOTTOM OF THE POOL OPENS, REVEALING THE ENTRANCE TO A TUNNEL BENEATH THE CITY.

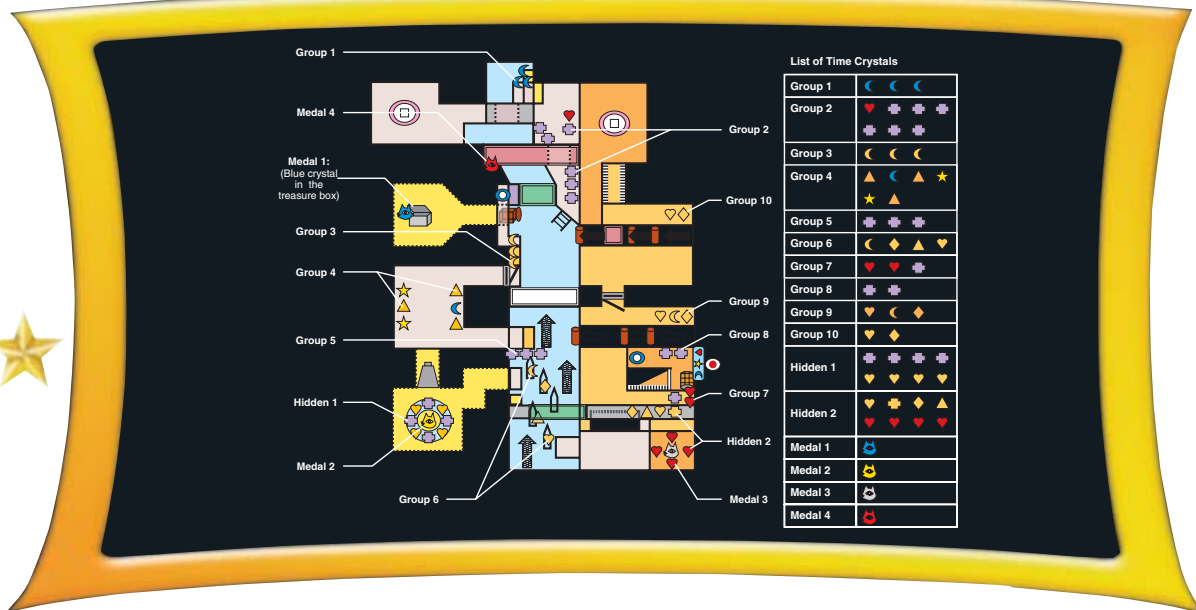
FOLLOW THE TUNNEL, PAST THE SWINGING AXE, AROUND A CORNER TO A LADDER. CLIMB THE LADDER TO THE TOP OF THE TOWER, THEN OUT THE OPENING TO GRAB THE GOLD MEDAL.



Stage 2-2

Difficulty: ★
Secrets: 🐱 🐱 🐱 🐱

Time monsters: 9



Stage 2-2 features a more complex layout and more treasure for you to find. This stage also introduces the treasure roulette machine. When you hit the target with a piece of trash, you win the item the wheel stops on. The booby prize is a load of active bombs.

You can win lots of gold crystals and time crystals, making this machine worth a look.



YOU FIND THE TREASURE ROULETTE MACHINE NEAR THE END OF THE LEVEL.

As always, sweep up the trash you find near the start gate. A green Chronoblob and a Spiker await you across the bridge. Arm yourself before you meet them. Take out the Chronoblob as you cross the bridge. Then turn to your right and take out the Spiker hopping around under the arch before he sees you and bristles.

Now restock your sweeper and collect some time crystals lying around. Have at least one Rewind and one Pause in your Time Control Holders.



THREE PAUSE CRYSTALS LIE ON THIS WOODEN DOCK BELOW THE BRIDGE.



WATCH OUT FOR THIS SCOUNDREL AS HE PEEKS OUT FROM A HOLE BY YOUR FEET. HIT HIM WITH A PIECE OF TRASH TO MAKE HIM GO AWAY.

The bridge across the midsection of the canal breaks apart as you attempt to cross it. Use a Rewind to put it back together; then walk over to the jump switch on the other side.



Hop on the jump switch to open a door on the other side of some boxes and barrels. Grab the gold crystals on top of the crates as you climb over them, then pass through the door to the room beyond.

IF YOU FALL INTO THE CANAL (NOT A BAD THING IF YOU WANT TO GET THE BLUE MEDAL), USE THIS LADDER TO CLIMB BACK TO THE MAIN PATH.



BLINX EASILY SCALES THESE BARRELS AND CRATES TO REACH THE NEXT PART OF THE LEVEL.



As you walk into the room, prepare your sweeper and take out the two Octoballoons floating around inside before they start shooting trash at you. A green Chronoblob waits for you on the ramp leading out of this room.



YOU NEED A LEVEL 3 SWEEPER TO MOVE THIS 16T WEIGHT.



TAKE A BOMB ALONG AS YOU LEAVE THIS ROOM TO FACE THE CHOPPY WATER IN THE CANAL AHEAD.

The water in the third part of the canal is rough and choppy. This makes it difficult for you to jump from boat to boat to the alcove on the other side. Use a Pause or a Slow to make life easier.



IF THE WAVES DON'T GET YOU, THE HOLES IN THE BOATS MIGHT! USE DOUBLE-JUMPS TO HELP BLINX COUNTERACT THE STRONG WAVES AND CURRENT IN THE CANAL.

A Keropper waits in the alcove on the canal's other side. Fortunately, there are bombs in this area. Sweep them up and feed them to your gluttonous foe.



A SINGLE BOMB WILL WIPE OUT THIS TIME MONSTER. IF HE WON'T EAT ONE, TRY HITTING HIS BACKSIDE TWICE WITH TRASH.



USE A REWIND TO REASSEMBLE THIS NARROW BRIDGE. STAND ON A PIECE OF THE RUBBLE WHEN YOU ACTIVATE THE TIME CONTROL. REMEMBER TO EXPLORE BOTH SIDES OF THE BRIDGE.





THE SECOND JUMP SWITCH IS LOCATED UP A FLIGHT OF STAIRS. YOU HAVE TO JUMP OVER THE BARRELS ROLLING DOWN THE STAIRS TO REACH IT.

Jump on the second jump switch to open a door to the final section of the level. Blinx can easily double-jump the stream to get to the door.

You must defeat three more monsters before the goal gate opens. The first is a green Chronoblob on the other side of the golden door. Around the corner to the right is a second monster, a yellow Chronoblob.



BEFORE YOU GO, HOW ABOUT A LITTLE ROULETTE?



DEFEAT THIS LITTLE GUY BEFORE YOU RUSH TO THE GOAL GATE!

The final monster is the Dust Herder by the stairs on the other side of the stream. Be careful when you approach him lest he sock you with some garbage before you're in position to shoot. Then grab his ball and run the few short steps to the goal gate.



HEY! WHAT'S THAT RED THING OVER THERE, ACROSS THE CANAL FROM THE GOAL GATE?

Red Cat Medal

◦REQUIREMENTS: None



THIS MEDAL IS LOCATED NEAR THE START OF THE STAGE, BUT YOU CAN'T GET IT UNTIL YOU REACH THE GOAL GATE AT THE END OF THE STAGE. FROM THERE, LOOK ACROSS THE CANAL TO THE ROOFTOPS. YOU SEE A RED MEDAL SHINING ON TOP OF THE CRATES ABOVE THE FIRST JUMP SWITCH. WALK OVER THE ARCH AND ROOFTOPS TO THE MEDAL.

Blue Cat Medal

◦REQUIREMENTS: Level 2 Sweeper or higher



TO REACH THE BLUE MEDAL, SWEEP UP A LARGE PIECE OF TRASH BLOCKING THE ENTRANCE TO A PIPE NEAR THE MIDSECTION OF THE CANAL. YOU CAN SEE THE OPENING OF THIS PIPE FROM THE CRUMBLING BRIDGE ACROSS FROM THE FIRST JUMP SWITCH.



IT'S A LARGE PIECE OF TRASH, SO YOU NEED AT LEAST A LEVEL 2 SWEEPER TO SWEEP IT UP. ONCE INSIDE, YOU FIND THE BLUE MEDAL SAFELY LOCKED IN A TREASURE CHEST. SHOOT A PIECE OF TRASH AT THE CHEST TO POP OPEN THE LOCK.

Silver Medal

◦REQUIREMENTS: Rewind



THE SILVER MEDAL IS ON A BALCONY ABOVE THE SQUARE WHERE YOU MEET YOUR FIRST KEROPPER. TO REACH IT, YOU NEED A REWIND TO REASSEMBLE THE BROKEN BRIDGE LYING IN PIECES ON THE STAIRWAY TO THE LEFT OF THE SQUARE. STAND ON ONE OF THE PIECES AS THE BRIDGE IS REBUILT OR YOU MISS YOUR CHANCE TO RIDE TO THE TOP. ONCE THERE, YOU CAN EASILY JUMP TO THE BALCONY AND GRAB THE RETRY HEART-WREATHED MEDAL.

Gold Medal

◦REQUIREMENTS: Rewind or Level 3 Sweeper



THE EASY WAY TO GET THIS MEDAL INVOLVES USING THE LEVEL 3 SWEEPER TO MOVE THE 16T WEIGHT THAT BLOCKS THE ENTRANCE TO ITS SECRET ROOM. ANOTHER WAY LETS YOU REACH THIS MEDAL MUCH EARLIER IN THE GAME.

USE THE SAME BROKEN BRIDGE THAT YOU REASSEMBLED WITH A REWIND TO GET THE SILVER MEDAL, CROSS BACK OVER THE CANAL AND HOP DOWN TO A PLATFORM IN FRONT OF A DOOR TO THE RIGHT OF THE BRIDGE.

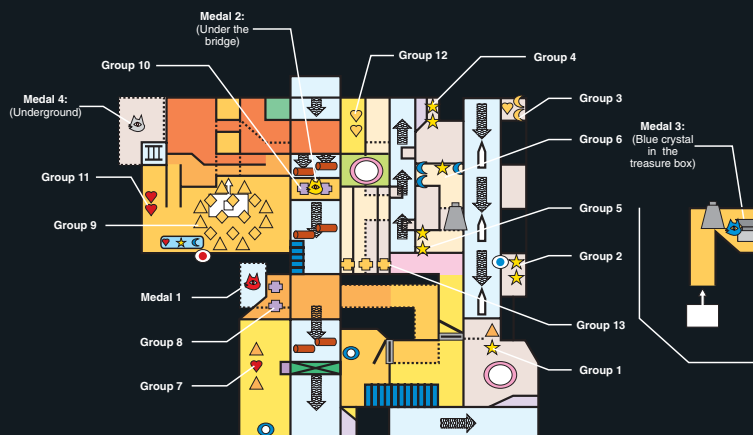
ENTER THE ROOM. THE GOLD MEDAL RESTS ON A SMALL Dais IN A LITTLE FOUNTAIN FULL OF GOLD CRYSTALS AND REWIND CRYSTALS.

Stage 2-3

◦Difficulty: ★★

◦Time monsters: 9

◦Secrets: 🐱 🐱 🐱 🐱



List of Time Crystals

Group 1	★ ▲
Group 2	★ ★
Group 3	☾ ☾ ☾
Group 4	★ ★
Group 5	★ ★
Group 6	☾ ☾ ☾ ☾
Group 7	▲ ☾ ▲
Group 8	☾ ☾
Group 9	▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲
Group 10	☾ ☾
Group 11	☾ ☾
Group 12	☾ ☾
Group 13	☾ ☾ ☾
Medal 1	🐱
Medal 2	🐱
Medal 3	🐱
Medal 4	🐱

Stage 2-3 seems to go on forever until you get a feel for the level's layout. If you make it to the goal within the 10-minute time limit on your first try, you are doing really well. If not, don't worry. It's to be expected.

Grab some garbage and make your way down the canal, using the bobbing boats to hop from alcove to alcove along the waterfront. Don't miss the green Chronoblob in the second alcove on the right side of the canal.

At the end of the canal, cut across and head back down the other side to the ramp at the end. Run up it to the rooftops and shoot the target to open a door around the corner to your right.



DON'T WASTE TIME BY EXPLORING THE CANAL BEHIND THE START GATE. THERE IS NOTHING THERE OF INTEREST.



SHAVE PRECIOUS SECONDS FROM YOUR TIME BY SWEEPING AWAY THIS 16T WEIGHT ACROSS FROM THE CHRONOBLOB'S ALCOVE.



USE A PAUSE OR OTHER TIME CONTROL TO GET TO THIS TREASURE TROVE OF GOLD CRYSTALS AT THE END OF THE CANAL'S FIRST SIDE.



FROM THE TOP OF THE RAMP YOU CAN SEE THE GOAL GATE ON THE ROOFTOPS BEHIND YOU. YOU JUST HAVE TO FIGURE OUT HOW TO GET THERE.



THE SWEEPER'S AUTO-AIMING FEATURE MAKES IT EASY FOR YOU HIT THE TARGET.

Go through the door and prepare for another battle before you reach the staircase at the end of the path. To your right, two Chronoblobs stand ready to prevent you from leaving the rooftops.



IF YOU KNOCK A MONSTER OFF THE ROOF IT EVENTUALLY RETURNS SO YOU CAN ATTACK IT AGAIN. DON'T WASTE TIME CHASING IT DOWN TO THE GROUND LEVEL.

Defeat the two Chronoblobs, then head down the stairs into the canal area on the ground level. The water runs fast, so don't fall in. Step on the jump switch in front of the closed golden door to release the drawbridge over the canal.



FROM THE JUMP SWITCH YOU CAN SEE THE ENTRANCE TO A ROOM BELOW THE BRIDGE. WONDER WHAT'S IN THERE?



THREE MONSTERS AWAIT YOU ON THE OTHER SIDE OF THE CANAL. IF YOU THINK THEY MIGHT BE TOO MUCH FOR YOU, USE A SLOW OR PAUSE BEFORE YOU CROSS OVER.

Take out the Spiker and the two Octoballoons as you cross over the canal. Then step on the second jump switch by the wall to the left. Head back across the bridge and enter the building through the golden door, which is now open.



TAKE OUT THE SPIKER AS QUICKLY AS POSSIBLE, THEN WORRY ABOUT THE OCTOBALLOONS.

Follow a passage up to the second floor and out onto another bridge over the canal. A second Spiker lurks up there, so be prepared to fight.



FROM THE BRIDGE YOU GET A BETTER FEEL FOR YOUR IMMEDIATE SURROUNDINGS. TWO MORE MONSTERS LIE AHEAD BEFORE THE GOAL GATE OPENS.

On the right side of the bridge you find a narrow set of stairs leading back to the ground floor. As you round the corner, one of the Benito Brothers emerges from a hole in the ground on his airbike. Hurry if you want to grab the gold crystals on the ground around him.



YOU HAVE TO BE QUICK (AND WELL SUPPLIED WITH AMMO) IF YOU WANT TO GET ALL THAT GOLD BEFORE THE BENITO BROTHER GETS IT.



IF YOU HAVE A LEVEL 2 SWEEPER, USE THE LARGER PIECES OF GARBAGE IN THIS SQUARE.

Defeat the Dust Herder by the waterfall before taking a series of ramps up to the rooftops. If you have the time, consider playing the treasure roulette before you go.





THREE MEDALS ARE HIDDEN IN THIS SQUARE. CAN YOU FIGURE OUT WHERE?



THERE ARE BOMBS FOR THE KEROPPER ON EITHER SIDE OF THE WATERFALL. IF YOU MISS WITH ONE, RUN OVER THE BRIDGE AND GRAB THE OTHER.



DON'T FORGET TO GATHER THE GOLD CRYSTALS WHILE YOU HAVE THE TIME. ON THE BALCONY ON THE OTHER SIDE OF THE GOAL GATE YOU FIND THREE LARGE CRYSTALS.



Red Medal

◦REQUIREMENTS: Pause or Slow



THE RED MEDAL IS ONE OF FOUR HIDDEN MEDALS IN THE LAST PART OF STAGE 2-3. USE A SLOW OR A PAUSE TO SLOW DOWN THE RAPID WATER SO YOU CAN WALK UP THE RIVER TO A ROOM UNDER THE SECOND-STORY BALCONY THAT YOU CROSS ON YOUR WAY TO THE GOAL GATE.

SWING THE CAMERA SLOWLY, AND YOU CAN SEE THIS ENTRANCE FROM THE RIVERBANK, NEAR THE DOOR LEADING UP TO THE BRIDGE.

Blue Medal

◦REQUIREMENTS: Level 3 Sweeper



THIS MEDAL IS SECURED IN A TREASURE CHEST IN A ROOM BARRICADED BY A 16T WEIGHT. THE ROOM IS BENEATH THE RAMPS THAT LEAD TO THE ROOFTOPS AND GOAL GATE AT THE END OF THE STAGE. TO MOVE THIS LARGE, HEAVY WEIGHT, YOU MUST HAVE A LEVEL 3 SWEEPER.

AFTER YOU SWEEP AWAY THE BARRICADE, SHOOT THE CHEST WITH A PIECE OF TRASH TO OPEN IT AND RELEASE THE MEDAL.



Silver Medal

◦REQUIREMENTS: Freeze Sweeper



THIS MEDAL IS ALSO HIDDEN IN THE SQUARE NEAR THE END OF THE STAGE. TO GET TO THIS ONE, OPEN THE GRATE AT THE BOTTOM OF THE SHALLOW POND IN THE BACK CORNER OF THE SQUARE, NEAR THE RAMP THAT LEADS TO THE UPPER LEVEL AND ROOFTOPS. USE THE FREEZE SWEEPER TO DRAIN THE POND, THEN JUMP DOWN THROUGH THE OPEN GRATE AND GRAB THE SILVER MEDAL FROM THE SUBTERRANEAN ROOM.



Gold Medal

◦REQUIREMENTS: Pause or Slow

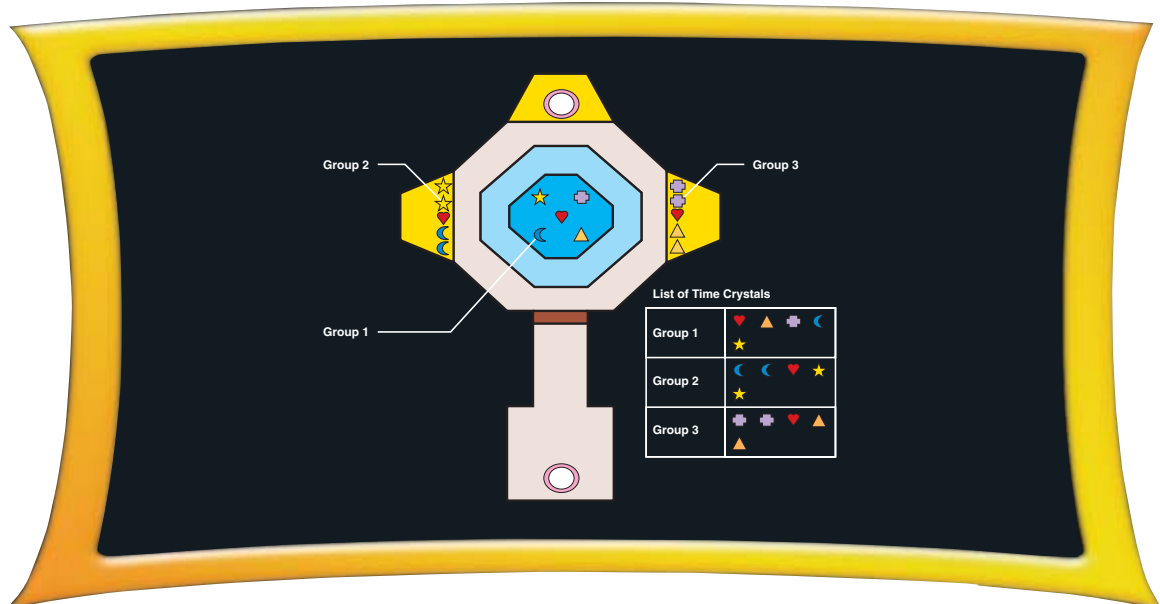


THIS MEDAL LIES BENEATH THE BRIDGE IN FRONT OF THE WATERFALL NEAR THE END OF THE LEVEL. THIS BRIDGE IS GUARDED WELL BY A DUST HERDER. DEFEAT THIS ENEMY BEFORE YOU TRY TO GET THE MEDAL. USE A TIME CONTROL (EITHER PAUSE OR SLOW) TO SLOW THE FLOW OF THE RIVER WATER. THEN HOP IN AND DUCK UNDER THE BRIDGE TO COLLECT THE MEDAL.

IF YOU DON'T USE A TIME CONTROL, YOU CAN GET THE MEDAL BY HOPPING INTO THE WATER ON THE WATERFALL SIDE OF THE BRIDGE AND GRABBING THE MEDAL AS THE CURRENT DRAGS YOU PAST IT.

Stage 2 Boss: Kerogon

◦Difficulty: ★★ ◦HP: 3



The Kerogon, a nasty-tempered, Boss-sized version of the Keropper, is the Boss of the Déjà Vu Canals. He can be intimidating unless you have a lot of Pause and Slow time controls to slow him down a bit.

If you feed him trash, he grows big and slow and then you can race behind him and shoot him in the rear end. That sounds easier than it actually is.



THE KEROGON IS A LARGER VERSION OF THE KEROPPER. UNFORTUNATELY, HE IS ALSO MORE AGGRESSIVE AND DIFFICULT TO DEFEAT.

The Kerogon is surprisingly agile for his size. He also spits up the trash you feed him seconds after swallowing it. That's great if you need to reload your sweeper, but a slender Kerogon is a fast beast and hard to hit.

That's where the Slow and Pause time controls come into play. Feed him trash from the relative safety of the three raised platforms surrounding the Kerogon's pond. When he's full and a little lethargic, activate a time control. Then rush around behind him and shoot at his vulnerable backside.



FEED THE KEROGON ALL THE TRASH YOU CAN GET YOUR HANDS ON. THEN, ACTIVATE A SLOW OR PAUSE TO GIVE YOU ENOUGH TIME TO RACE AROUND HIS EXTRA BULK. THE KEROGON'S BACKSIDE IS HIS WEAK SPOT. THREE HITS THERE DEFEAT THE BEAST.

The Kerogon also has a fierce tackling attack that is hard to dodge. If you stand on one of the three raised areas around the pond, he cannot reach you. He tries to keep you on that platform, however, and makes it difficult for you to leave and race for another one.



THE KEROGON CHARGES UP HIS TACKLE ATTACK. WATCH OUT!



Stage 3: Hourglass Caves

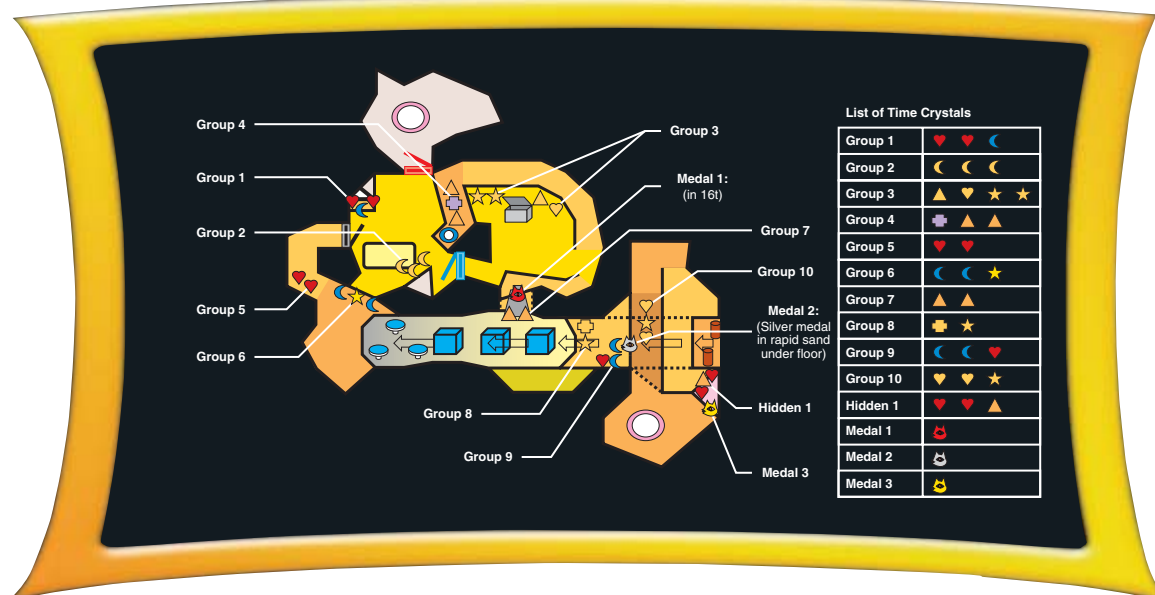
The Hourglass Caves are strangely lit caverns filled with Octoballoons, Dust Herders, and the mysterious Molegon. Here are new types of garbage, as well as rivers of sand and shallow pools that you can sweep up with the TS-2000 Aladdin Sweeper.

This Level 1 Sweeper sweeps up sand to reveal treasures underneath. Sometimes you uncover gold or time crystals, but be careful! At other times, lighted bombs spring up when you finish sweeping up the sand.

Stage 3-1

Difficulty: ★★
Secrets: 🐱 🐹 🐶

Time monsters: 12



The first stage in the Hourglass Caves is easy to navigate after you get used to the monster door introduced here and the new monster, the Molegon. The next two levels build on what you learn here.

When the start gate disappears, sweep up all the trash in the foyer. Head through the door and down the hill.

When you enter the main cave chamber, a gate shuts behind you, sealing you in the room until you defeat all three time monsters here. A door on the left side of the room—engraved with "M"—opens. These monster doors open only after you defeat all the monsters in the room. Doors without an "M" open the usual way, with switches.



WITH THE TS-2000 ALADDIN (AVAILABLE FOR PURCHASE IN THE STAGE 3 SHOP), YOU CAN SWEEP UP POOLS OF SAND.

STAGE 3: HOUR GLASS CAVES



WATCH OUT FOR THE BLUE OCTOBALLOON TO THE RIGHT AS YOU ENTER THE MAIN CHAMBER. HE SNEAKS UP ON YOU.



TO OPEN THESE DOORS, YOU MUST DEFEAT THE MONSTERS IN THE ROOM.

After you defeat the two Octoballoons and the green Dust Herder (a more advanced version of the common blue Dust Herder), sweep up some more trash (especially large pieces of trash if you are carrying a Level 2 Sweeper) and head into the room you just opened.



SWEEP UP THESE CORAL-COVERED ROCKS AS IF THEY WERE TRASH—WHICH THEY ARE. DON'T LET THEIR LOOKS DECEIVE YOU. THESE ROCKS ARE WORTHLESS AS AN EXCHANGE FOR GOLD. THIS IS THE LARGE VERSION OF THE THREE TYPES OF CORAL-COVERED ROCKS IN THE CAVES.

In this room you meet the Molegon, a cross between a mole and a gar fish. These creatures swim beneath the ground, surfacing to look for prey or attack. You can tell where they are by the dust cloud that follows them.

Lure them to the surface by standing still until one starts to surface beneath your feet. Jump or step out of the way and fire at the beast with your sweeper. It takes two hits to defeat these monsters.



THE DUST CLOUD SKATING ACROSS THE SURFACE SHOWS THE PATH OF A MOLEGON.



TO GET TO THE TREASURE INSIDE, SHOOT A PIECE OF TRASH AT THE LOCK.



NOTE THE LOCATION OF THIS GIGANTIC WEIGHT FOR LATER REFERENCE.

After you defeat the three monsters in this room, follow the ramp along the side of the room to a jump switch at top. Jumping on this switch opens the second door in the main chamber. You can see it open from your perch.



YOUR NEXT DESTINATION!

Hop down from the ledge and race across the main chamber and through the door. This room has a large sand river flowing down the left side. To get to the goal gate, you have to cross the river. Take out two yellow Chronoblobs on the riverbank first.



THESE TWO TIME MONSTERS APPEAR OUT OF NOWHERE AS BLINX STANDS TRANSFIXED BY THE SIGHT OF THE SAND RIVER.



USE THE TRAMPOLINES AND FLOATING BLOCKS, OR ACTIVATE A TIME CONTROL TO MANIPULATE THE RIVER'S FLOW AND MAKE IT EASIER TO FORD. USE A REWIND TO MAKE THE RIVER FLOW BACKWARD OR A SLOW OR PAUSE TO SLOW OR STOP THE FLOW.



Jump from trampoline to trampoline, then ride the floating blocks to the riverbank farther downstream to the right. Defeat the two Octoballoons guarding the river.



THE GAME HAS TWO TYPES OF CLOUD-COVERED BLOCKS. MOVING ONES, LIKE THOSE IN THIS STAGE, ARE STEADY. THE STATIONARY OR SPINNING BLOCKS TIP AND TILT WHEN YOU STAND ON THEM.



IF YOU FALL INTO THE RIVER, USE DOUBLE-JUMPS TO STEADY YOURSELF AGAINST THE STRONG CURRENT. THIS GIVES YOU ENOUGH TIME TO EITHER JUMP TO THE RIVERBANK OR ONTO ONE OF THE BLOCKS.

Defeat the yellow Chronoblob guarding the second part of the riverbank, then sweep up one or two of the bombs decorating the shore. You need these to defeat the final enemy of the stage, a hungry little Keropper.



DON'T SWEEP UP THESE BOMBS BEFORE YOU DEFEAT THE CHRONOBLOB. IN SUCH TIGHT QUARTERS, BLINX IS LIKELY TO GET CAUGHT IN THE BLAST.

After you defeat the enemies, find the goal gate. Head toward the waterfall at the back of the chamber and veer left. Climb up the steps carved in the stone wall; the gate glows at you from across a narrow stone bridge.



CHECK OUT THE LEDGE TO THE LEFT OF THE GOAL GATE BEFORE YOU EXIT THE LEVEL.



Red Medal

◦REQUIREMENTS: Level 3 Sweeper



IN THE CHAMBER BEHIND THE FIRST DOOR, A 16T WEIGHT BLOCKS A DOORWAY. USE THE LEVEL 3 SWEEPER TO CLEAR THIS OBSTACLE AND THE RED MEDAL POPS OUT.

Silver Medal

◦REQUIREMENTS: None



IN THE FINAL ROOM BELOW THE BALCONY HOLDING THE GOAL GATE, THERE IS A SAND WATERFALL. HOP INTO THE WATERFALL AND LET THE CURRENT CARRY YOU BENEATH A DIRT BRIDGE AND INTO THE DESERT STREAM.

AS THE CURRENT SWEEPS YOU AWAY, YOU RUN INTO THE SILVER MEDAL HIDDEN BENEATH THE BRIDGE. YOU CAN ALSO REACH THIS MEDAL BY FREEZING THE RIVER WITH A PAUSE AND WALKING UNDERNEATH THE BRIDGE.



Gold Medal

◦REQUIREMENTS: Trash or Rewind/Pause



THE GOLD MEDAL IS ON A SMALL LEDGE TO THE LEFT OF THE GOAL GATE. TO REACH IT, SHOOT A TALL PIECE OF TRASH BY THE LEDGE AND JUMP UP OR USE A PAUSE OR REWIND TO TURN THE SAND WATERFALL INTO A MAKESHIFT LADDER AND CLIMB TO THE LEDGE.

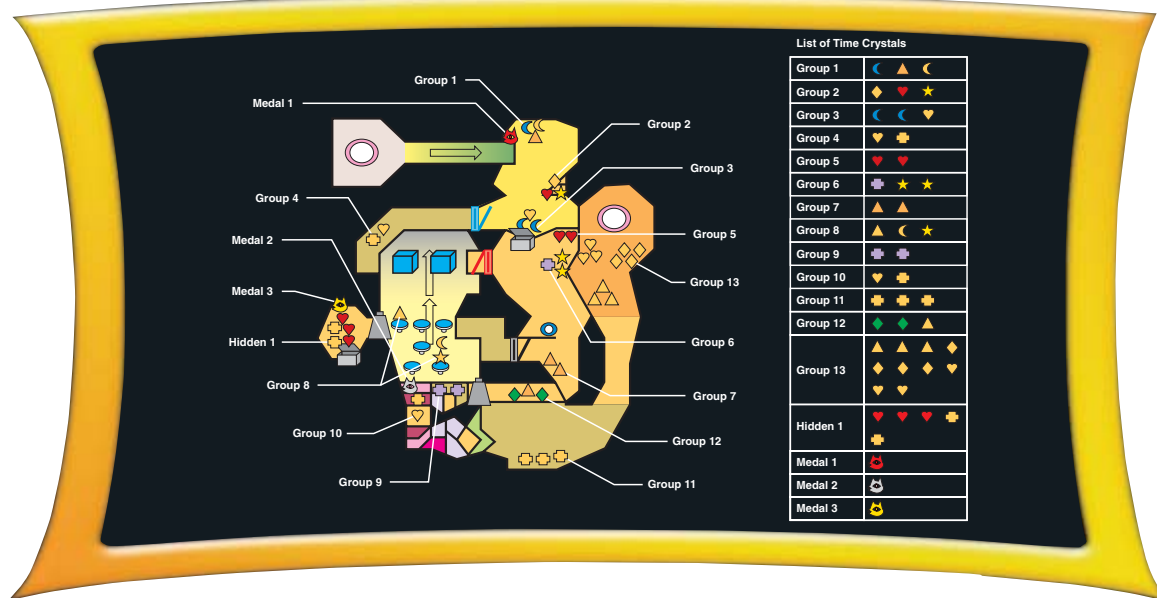




Stage 3-2

Difficulty: ★★
Secrets: 🐱 🐱 🐱

Time monsters: 14



The cave in this stage has three levels. When you clear one, you walk up a ramp or set of stairs to the next one. The goal gate is at the end of the third level. Purchase the sweeper add-on that allows you to carry 10 pieces of trash at a time before you attempt this level.

This level has many monsters, and they gather in groups. It's hard to defeat them efficiently when you have to keep reloading.

The room with the start gate is behind a sand waterfall. Load your sweeper with the trash in the room, then walk through a sand wall to enter the cave proper.

As you slide down the waterfall, you see the red-and-pink balloon of a second-level Octoballoon. These monsters take two shots to defeat, so find a safe place to stand while you aim. On top of the group of rocks to the waterfall's left is a good place.



COLLECTING LARGER PIECES OF TRASH TO USE AS AMMO ALLOWS YOU TO DEFEAT SECOND-LEVEL TIME MONSTERS FASTER THAN HAVING TO HIT THEM TWICE WITH A SMALLER PIECE. CONSERVE TIME TO PROPERLY EXPLORE THESE CAVES.



THIS IS THE EXIT TO THE START GATE CHAMBER. AS YOU PASS THROUGH IT, DO A DOUBLE-JUMP TO RIGHT THE CAMERA AND HELP YOU GET YOUR BEARINGS.

After you take out the red Octoballoon, proceed farther into the chamber and shoot down the two blue Octoballoons hovering above your head. The monster door springs open, giving you access to the second level.

STAGE 3: HOUR GLASS CAVES



LOOK AROUND THIS FIRST-LEVEL CHAMBER. THE LEDGES OF THE OTHER TWO ARE IN FRONT OF YOU AND TO THE LEFT.

Follow the ramp along the side of the sand river to its end. Jump across the stationary but shaky blocks to the door on the opposite side.



STAND AS CLOSE TO THE MIDDLE OF THESE BLOCKS AS YOU CAN TO STEADY THEM. THIS ALLOWS YOU TO GET OFF A SHOT AT THE BLUE OCTOBALLOON HOVERING NEARBY.



DO NOT STEP ON THE BENITO BROTHER PEEKING HIS HEAD OUT FROM THE GROUND IN FRONT OF THE DOORWAY. SHOOT HIM FROM THE SECOND BLOCK TO MAKE HIM RUN AWAY.

Inside the second-level chamber, three yellow Chronoblobs and a Dust Herder wait to pounce on you. With the sweeper add-on, you can take them all out without reloading. Before you jump on the jump switch and open the exit door, restock your Time Control Holders and sweep up more ammunition for the monsters guarding the river.



THREE CHRONOBLOBS ARE TOUGH TO TAKE ON ALL AT ONCE. IF YOU ARE LOSING THE UPPER HAND, ACTIVATE A TIME CONTROL.



BEFORE YOU LEAVE THE ROOM, FREE THE GOLD CRYSTALS FROM THIS CHEST!

In the river room, you have two more Octoballoons to defeat before you can continue to the third and final level. Take both out from the riverbank.



IF YOU ARE TOTING A LEVEL 2 SWEEPER OR HIGHER, SWEEP UP THESE LARGE ROCKS BEFORE ENTERING THE THIRD-LEVEL CHAMBER. IT MAKES YOUR BATTLE AGAINST THE FINAL FOUR MONSTERS EASIER!



SWEEP AWAY THIS 16T WEIGHT TO OPEN A SHORTCUT TO THE THIRD CHAMBER. WATCH OUT FOR THE DUST HERDER ON THE OTHER SIDE.

Take the stairs out of the river room and into the final chamber. Trails of dust on the floor indicate the presence of two Molegons. A Dust Herder is on the platform to the left and a Keropper is ahead. Grab your sweeper and get ready for battle!



TAKE OUT THE DUST HERDER FIRST, THE TWO MOLEGONS SECOND, AND FINALLY THE KEROPPER. YOU CAN REACH THE DUST HERDER FROM THE STEPS AT THE CHAMBER'S ENTRANCE. USE BIG PIECES OF TRASH TO DEFEAT THE MOLEGONS IN ONE SHOT EACH.

Run up the hill to the goal gate. Gold crystals are scattered around this area. Collect them before exiting.

YOU HAVE TO DEFEAT THE KEROPPER THE OLD-FASHIONED WAY BECAUSE THERE ARE NO BOMBS IN THIS STAGE. IF YOU USE LARGER PIECES OF GARBAGE, YOU HAVE AN EASIER TIME HITTING HIS VULNERABLE BACKSIDE.

Red Medal

◦ REQUIREMENTS: Level 2 Sweeper



AT THE BOTTOM OF THE SAND WATERFALL, RIDE FROM THE START GATE TO THE FIRST CHAMBER OF THE CAVE. YOU SPOT A GROUP OF LARGE CORAL-COVERED ROCKS. SWEEP THEM UP (THEY MAKE GREAT AMMUNITION); THE RED MEDAL IS TUCKED BEHIND THEM.

Silver Medal

◦ REQUIREMENTS: Level 2 Sweeper



THIS MEDAL IS HIDDEN LIKE THE RED MEDAL WAS. ON THE SECOND LEVEL, LOOK FOR CORAL-COVERED ROCKS AT THE END OF THE SAND RIVER, NEAR THE BASE OF A STONE STAIRCASE. SWEEP THEM AWAY TO REVEAL A HIDDEN SILVER MEDAL.



Gold Medal

◦REQUIREMENTS: Level 3 Sweeper



AFTER YOU CLEAR THE SECOND CHAMBER OF MONSTERS, JUMP ON THE SWITCH TO OPEN THE EXIT DOOR. TO GET TO THE GOLD MEDAL, JUMP ACROSS THE LINE OF TRAMPOLINES OPPOSITE THE DOOR TO THE 16T WEIGHT ON THE OTHER SIDE OF THE RIVER.

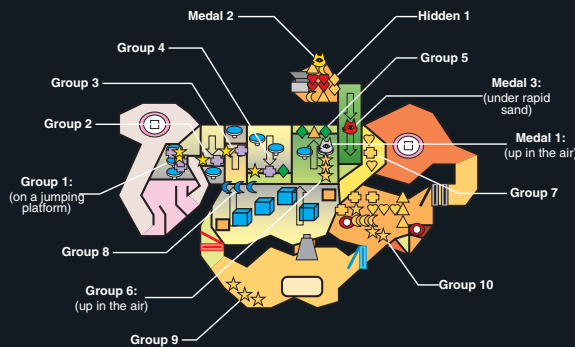
A SMALL LEDGE TO THE WEIGHT'S LEFT IS WIDE ENOUGH FOR BLINX TO STAND ON WHILE HE SWEEPS UP THE OBSTACLE. THE MEDAL LIES ON THE FLOOR TO THE RIGHT OF THE ALCOVE'S ENTRANCE.

Stage 3-3

◦Difficulty: ★★ ★

◦Time monsters: 13

◦Secrets: 🐱 🐱 🐱



List of Time Crystals

Group 1	★ ★ ★ ★
Group 2	★
Group 3	★ ★
Group 4	★ ★
Group 5	★ ★ ★
Group 6	★ ★ ★
Group 7	★ ★ ★
Group 8	★ ★ ★
Group 9	★ ★ ★
Group 10	★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Hidden 1	★ ★ ★ ★ ★ ★ ★ ★
Medal 1	★
Medal 2	★
Medal 3	★

In Stage 3-3, the difficulty level increases. Fill up your Retry Holders and gather Rewind and Pause time controls. You need help to clear this level within the time allowed.

Gather as much trash as you can before taking on the two yellow Chronoblobs and their Dust Herder companion across the sand river. Walk across the natural bridge. Take each monster on as you approach it.



TAKE OUT ALL THREE TIME MONSTERS ON THE RIVERBANK FROM THE BRIDGE'S FAR END.





BE CAREFUL IF YOU FALL INTO THE RIVER. THE SHARP SPIKES AT THE RIVER'S END CAN WIPE OUT BLINX IN AN INSTANT!

Climbing the ramps to the top level of the main chamber is a challenge. You can do it several ways.

- Use the trampolines to propel you to the top of the chamber. From there, jump to the ledge midway up the opposite side. This is tricky and requires skill and daring.
- Use Rewind to reverse the sand flow on the ramps so you can ride them back and forth across the room to the same ledge. This is tricky, too, because you have to jump from ramp to ramp with perfect timing.
- Freeze the ramps with Pause and run across them to the ledge. This is the most straightforward solution, although it may take you two Pauses to make it to safety.



BEFORE YOU HEAD ACROSS THE RAMPS, TAKE OUT THE OCTOBALLOON GUARDING THE FIRST ONE.



THE TRAMPOLINES PROVIDE A LUCRATIVE WAY TO MAKE IT TO THE TOP LEVEL.



PLAY IT SAFE YOUR FIRST TIME THROUGH.



SAFETY!

Getting across the ramps was only the beginning of your trek to the upper level. You also have to get across the spinning blocks. You must combat dizziness and defeat the three Octoballoons trying to knock you into a sand trap. Use Pause to freeze the action if you need to.



THE RED-AND-PURPLE OCTOBALLOON TAKES TWO HITS TO DEFEAT. YOU MUST DEFEAT ALL THREE OCTOBALLOONS BEFORE YOU ENTER THE FIRST UPPER-LEVEL CHAMBER. AFTER YOU DO, YOU CANNOT ACCESS THE LOWER PART OF THE COURSE UNTIL YOU REACH THE GOAL GATE.



USE PAUSE TO SAFELY DEFEAT THE OCTOBALLOONS AS YOU CROSS THE BLOCKS.

When you enter the first upper-level chamber, a gate slams shut behind you. You can't re-enter the lower levels until you get to the goal gate.

Four aggressive time monsters inhabit this chamber. You have to defeat them before you can proceed through the monster door to the next room.



IF YOU HAD A LEVEL 3 SWEEPER, YOU COULD SWEEP UP THIS 16T WEIGHT AND OPEN A PASSAGE TO THE LOWER LEVELS. OF COURSE, THE LEVEL 3 SWEEPER ISN'T AVAILABLE UNTIL MUCH LATER IN THE GAME...



THIS CHAMBER HAS TWO PAIRS OF MONSTERS. TAKE OUT THE FIRST PAIR BY THE ENTRANCE. REFILL YOUR SWEEPER BEFORE APPROACHING THE SECOND PAIR.

The second chamber offers your first experience with a Record puzzle. Grab the green Record crystals on the steps leading to one of the room's two jump switches. Each switch controls a door leading to the goal gate. Stand on both switches at once to open both doors long enough to pass through.



HOP ON THE SWITCH AT THE TOP OF THE STAIRS AND ACTIVATE THE RECORD TIME CONTROL.



WHILE IN RECORD MODE, HOP DOWN FROM THE FIRST SWITCH, THEN RUN OVER AND STAND ON THE SECOND ONE.



WHEN THE RECORDING PROCESS IS DONE, THE TAPE AUTOMATICALLY REWINDS TO THE POINT WHERE YOU FIRST PRESSED RECORD. NOW WATCH WHILE A GREEN GHOST OF BLINX RE-ENACTS THE RECORDED EVENT, PRESSING THE SECOND SWITCH WHILE YOU REMAIN ON THE FIRST ONE.

A yellow Chronoblob awaits you at the entrance of the goal gate chamber. Dodge his body slams or defeat him, depending on the state of your ammunition. Then take out the Keropper in front of the goal gate.



DON'T BE SO SPELLBOUND THAT YOU FORGET TO RUN THROUGH THE OPEN DOORS AS SOON AS YOUR GHOST ACTIVATES THE SECOND SWITCH.



WHEN YOU ENTER THIS SECOND CHAMBER, WATCH OUT FOR THE AIRBIKE-RIDING BENITO BROTHER. THE GOLD IN THIS ROOM DRAWS HIM LIKE A MOTH TO A FLAME.



IF YOU NEED BOMBS TO FEED THE KEROPPER, LOOK BEHIND THE GOAL GATE.



FROM UP HERE YOU CAN SEE THE LOCATIONS OF TWO CAT MEDALS.



Red Medal

◦REQUIREMENTS: None



THIS ONE IS TOUGH TO FIND UNLESS YOU FALL DOWN THE RIGHT RAMP INTO THE RAPIDLY FLOWING RIVER. YOU FIND THE RED MEDAL BEHIND A SAND WATERFALL IN THE NORTHWEST CORNER. USE REWIND OR PAUSE TO PROTECT YOURSELF FROM THE CURRENT AS YOU JOURNEY THERE.

Silver Medal

◦REQUIREMENTS: None



TO GET TO THE SILVER MEDAL, USE THE TRAMPOLINES TO REACH THE UPPER LEVELS OF THE MAIN CHAMBER. THE SILVER MEDAL IS FLOATING ABOVE THE FINAL TRAMPOLINE.

Gold Medal

◦REQUIREMENTS: Pause, Slow, or Rewind

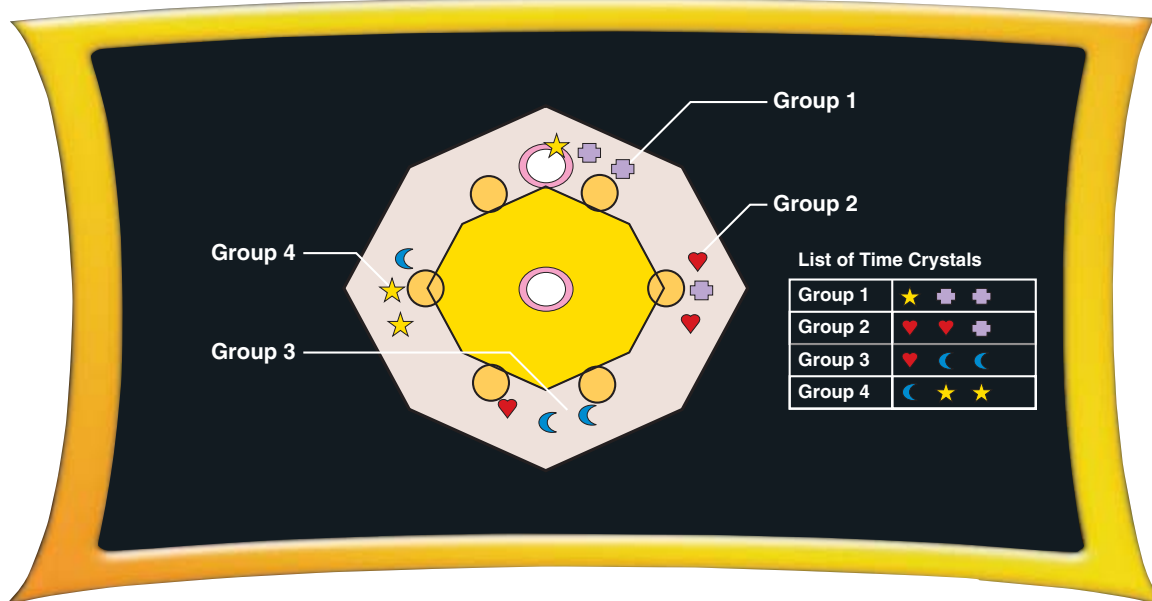


FROM THE SAFETY OF THE LEDGE AT THE OTHER END OF THE RAMP GAUNTLET, ONE RAMP EXTENDS FARTHER UP THE CHAMBER THAN THE OTHERS. USING A PAUSE, SLOW, OR REWIND, CLIMB TO THE TOP OF THAT RAMP AND FIND AN ALCOVE CONTAINING THE GOLD MEDAL AND A FEW RETRY HEARTS.

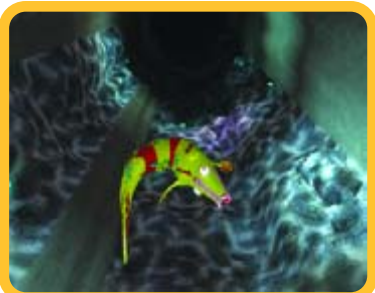
Stage 3 Boss: Molesaur

Difficulty: ★★

HP: 3



The Molesaur is an overgrown Molegon—bigger and faster, but vulnerable to the same tactics you used against the smaller version.



THIS BOSS ONLY LOOKS SCARY!

The only attack this Boss has is the standard Molegon stalk-and-bite attack. Stay out of reach of the Molesaur's mouth.

Attack the Molesaur by standing on one of the round stones around the battle arena. When the Molesaur swims up to swallow the stone (and you!), jump off and shoot the monster with trash. It takes three hits to defeat this Boss.



THE YELLOW DUST TRAIL INDICATES THE MOLESaur's PROGRESSION AROUND THE COURSE. DON'T LOSE SIGHT OF IT OR THE MOLESaur BITES YOU!



STAND ON A STONE AND WAIT FOR THE MOLESaur TO ATTACK. WHEN IT STARTS TO SWALLOW THE STONE, HOP OFF AND SHOOT THE MONSTER'S SNOUT WITH TRASH—THERE'S PLENTY LITTERING THE BATTLE ARENA.



Stage 4: Forgotten City

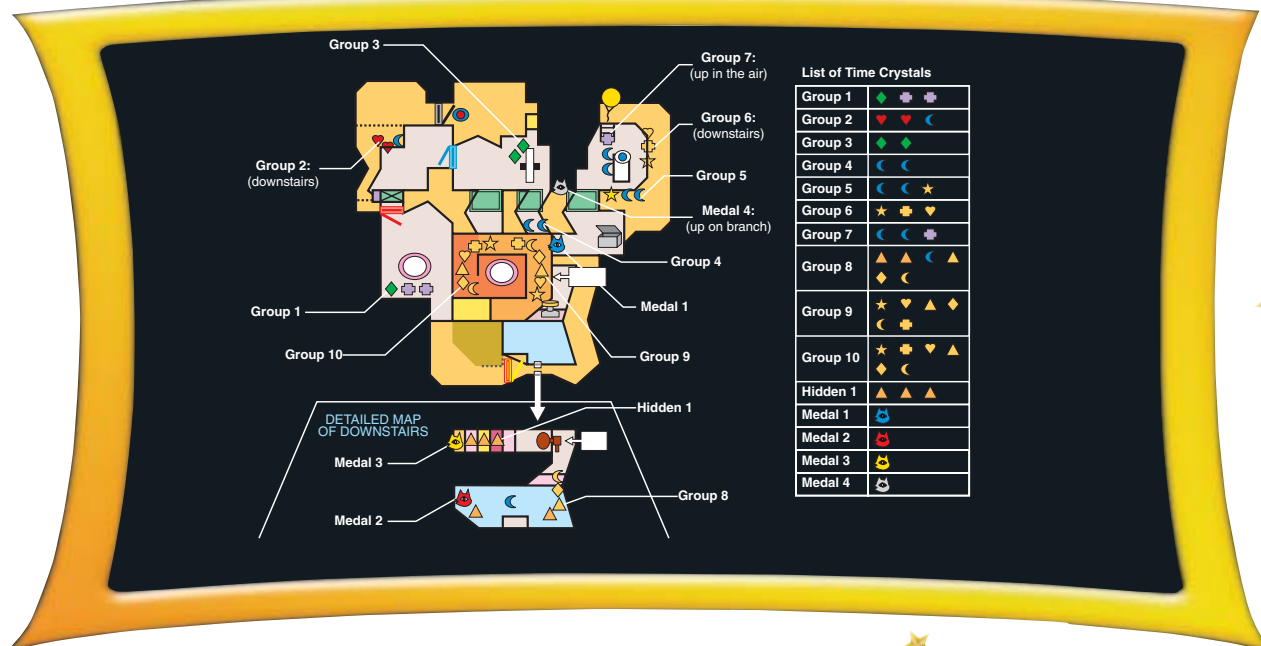
Stage 4 introduces you to the Forgotten City, a mysterious place carved of rock and inhabited by a host of monsters. You meet the first of two super-hearty elemental monsters: the Water Spirit.

The Water Spirit looks like a blob of water, but it takes more than 10 pieces of trash to subdue it. Perhaps you should save up for that Flame Sweeper in the Shop.

Stage 4-1

Difficulty: ★★
Secrets: 🐱 🐱 🐱 🐱

Time monsters: 16



The ground in Stage 4-1 is strewn with bombs. With few exceptions, the only trash you find in this labyrinthine city is bombs. Alter your attack strategies lest you get blown away by your own bombs.

You begin in a courtyard. Sweep up the bombs and head toward the door. Through the doorway, you see a line of bombs near where the time monsters are congregating. Shoot a bomb into the room, then back up. If your bomb lands right, it detonates all the bombs in the center of the room, taking out or damaging the time monsters. Another well-placed bomb or two finishes the job.



DUCK INSIDE THE ROOM TO FIRE THE BOMB—OTHERWISE, THE DOORWAY INTERFERES WITH YOUR SHOT, POSSIBLY CAUSING THE BOMB TO BOUNCE BACK AT YOU.



AFTER YOU CLEAR THE ROOM, ENTER AND SWEEP UP AS MANY TIME CONTROL CRYSTALS AS YOU NEED. PUT AT LEAST ONE REWIND IN YOUR TIME CONTROL HOLDERS.

Your bombing gambit opens the "M" door (you can only open this door when all the room's monsters are gone). The next chamber is home to a yellow Chronoblob. Dispose of him the same way. The room's main feature is a seesaw that requires the use of a Record to operate.



GRAB THE GREEN RECORD CRYSTALS TO GIVE YOURSELF AT LEAST ONE RECORD TIME CONTROL. STAND ON THE EDGE OF THE SEESAW MARKED WITH AN "X".



ACTIVATE RECORD. BLINX HOPS TO THE OTHER SIDE OF THE SEESAW (WITH THE LIGHTED GREEN CIRCLE) AND DOUBLEJUMPS ON THE END UNTIL THE RECORD RUNS OUT.



WHEN THE PLAYBACK BEGINS, THE FORCE OF THE GHOST BLINX'S JUMPS SENDS YOU FLYING INTO THE AIR AND ONTO THE LEDGE ABOVE.

From the ledge, sweep up the two rows of bombs in front of you. Shoot a bomb at the two Spikers and the Octoballoon hovering by the door. When the field of bombs starts to explode, stand back against the wall.



REMOVING THE FIRST TWO ROWS OF BOMBS GIVES YOU AMPLE SPACE TO PROTECT YOURSELF FROM THE BLAST.

After you defeat all three time monsters, sweep up the trashcan and shoot it at the target next to the door. The golden door opens, admitting you into the next room.



TO SAVE THIS TRASHCAN FOR LATER USE, SHOOT A BOMB AT THE TARGET WITH THE SAME RESULT. IN STAGE 4, YOU ENCOUNTER TARGETS THAT CAN ONLY BE TRIGGERED WITH BOMBS.

Follow the same tactics discussed earlier to clear the second rooftop room of the three monsters (a Chronoblob, Spiker, and Octoballoon). Sweep up the leftover bombs and time crystals, and jump on the jump switch to lower a drawbridge.



SHOOT A BOMB BETWEEN THE BOMB ROWS ON THE GROUND FOR MAXIMUM DESTRUCTION.

Use a Rewind or Pause to safely cross the stone path. On the other end, you encounter a red Keropper. Feed it a couple of bombs and it disappears.



Shoot a bomb at the target hanging on the tree and a balloon rises from the ground to your right. Sweep up the cord and hold on as the balloon carries you over to the next section of the level.



WHEN YOU START TO CROSS THE DRAWBRIDGE, THE WALKWAY STONES CRUMBLE. TO KEEP THE BRIDGE TOGETHER, ACTIVATE A REWIND WHEN YOU START TO CROSS.

HOLD DOWN THE SWEEP BUTTON TO HANG ON TO THE BALLOON AS IT FLOATS ACROSS THE SKY. WHEN THE BALLOON REACHES THE END OF ITS TRACK, RELEASE THE SWEEP BUTTON TO DROP TO THE GROUND.

The balloon carries you to a narrow bridge covered in bombs. Sweep up as many as possible, then walk across the bridge to the brightly colored gate at the end. One of two new monsters makes an appearance: a Gatekeeper.

Near the gate, a brightly colored spirit flies out of the gate and hovers around you. It won't attack unless you get too close, but it flies around until you either defeat it or leave. Two shots are enough. The spirit returns to the gate, and the gate disappears.



IF YOU EXPLORE THE POND AND UNDER THE BRIDGE, THE RED KEROPPER FROM THE PLATFORM BEYOND THE GATEKEEPER MAY JOIN YOU IN THE WATER. YOU CAN THEN DEFEAT HIM WITHOUT THE DISTRACTION OF THE WATER SPIRIT ON THE PLATFORM ABOVE.



DEFEAT THE GATEKEEPER TO CLEAR THE GATE OUT OF YOUR WAY.

Get the Gatekeeper out of your way, then take on the Water Spirit. Use the rows of bombs on the platform to your advantage. The Water Spirit has a lot of hit points, and he also has two forms. The first form takes about 10 shots to defeat. The second form requires a single shot.



THE WATER SPIRIT STALKS YOU, TRYING TO BACK YOU INTO A CORNER WHERE YOU TAKE DAMAGE FROM CONTACT WITH THE MONSTER.

After you defeat the Water Spirit and the red Keropper, deal with the final monster, the Dust Herder, on the steps leading up to the goal gate. Take him out with a piece of trash, then rush up the stairs to the goal gate.

Red Medal

◦REQUIREMENTS: None



THE RED MEDAL FLOATS ON THE SURFACE OF THE POND BENEATH THE NARROW BRIDGE WHERE YOU MEET THE GATEKEEPER AND THE WATER SPIRIT.

Blue Medal

◦REQUIREMENTS: None



BEFORE YOU RIDE THE BALLOON TO THE OTHER SIDE OF THE LEVEL, EXPLORE THE ROOM BELOW THE LEDGE. IN A CORNER OPPOSITE THE LEDGE WHERE THE RED KERROPER LIVES IS THE BLUE MEDAL.

Silver Medal

◦REQUIREMENTS: None



LOOK AT THE TREE AS YOU RUSH ACROSS THE CRUMBLING STONE PATHWAY BETWEEN THE SECOND-STORY LEDGES; THE SILVER MEDAL IS IN THE TREE'S BRANCHES.

YOU CAN'T REACH IT, HOWEVER, UNTIL YOU RUSH UP TO THE GOAL GATE.

Gold Medal

◦REQUIREMENTS: Level 2 Sweeper or higher



RIDE THE BALLOON TO THE NARROW BRIDGE NEAR THE LEVEL'S END, JUMP OFF THE BRIDGE, AND USE A LEVEL 2 SWEEPER OR HIGHER TO CLEAR AWAY A LARGE PIECE OF TRASH BLOCKING THE ENTRANCE TO THE CORRIDOR. CLIMB THE STAIRS INSIDE. AT THE END, YOU FIND A GOLD MEDAL.

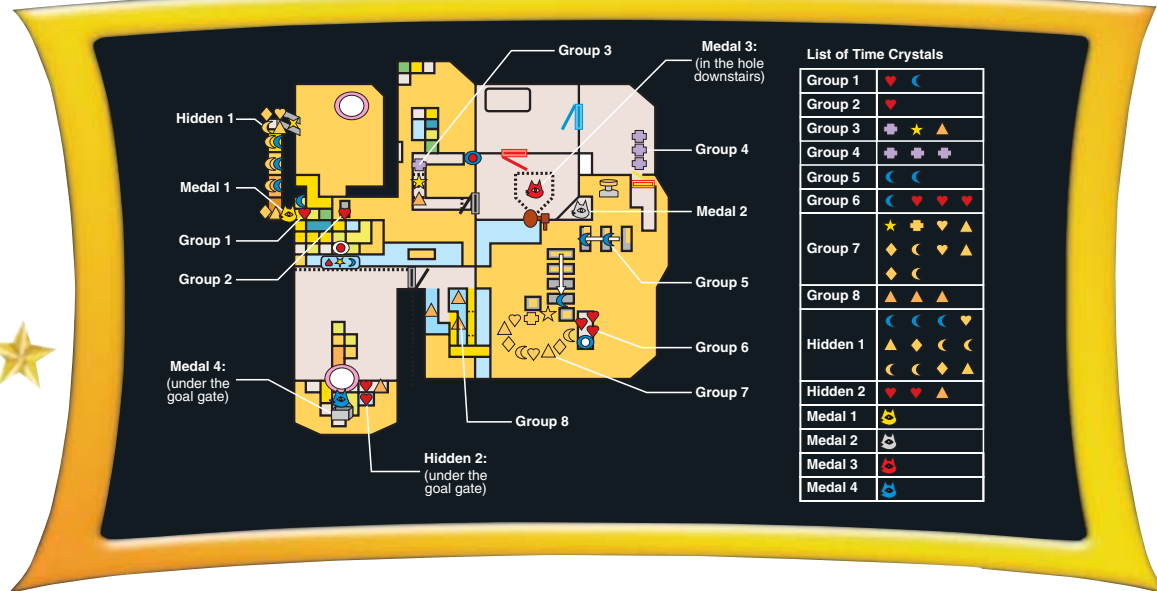


Stage 4-2

Difficulty: ★★

Time monsters: 16

Secrets: 🐱 🐱 🐱 🐱



List of Time Crystals

Group 1	♥	♣
Group 2	♥	♣
Group 3	♠	♠
Group 4	♠	♠
Group 5	♣	♣
Group 6	♣	♥
Group 7	♠	♠
Group 8	♠	♠
Hidden 1	♠	♠
Hidden 2	♠	♠
Medal 1	♠	♠
Medal 2	♠	♠
Medal 3	♠	♠
Medal 4	♠	♠

Stage 4-2 is a large level filled with many time monsters. If you reach the end with time to spare in your first visit, count yourself fortunate. You have to efficiently balance many obstacles and puzzles with defeating monsters.

When the start gate disappears, start sweeping up trash. Head into the first canyon to take on the Dust Herders and Chronoblobs.



IF YOU CAN GET THE TREASURE ROULETTE TO DROP BOMBS ON THE DUST HERDERS BELOW, YOUR JOB IS MUCH EASIER.



IF NOT, SHOOT BIGGER PIECES OF GARBAGE AT THEM SO THEY DROP IN A SINGLE SHOT!

After you defeat the two Dust Herders, look for two Chronoblobs roaming around the canyon floor. Defeat them, then sweep up two bombs in a small pool by the steps leading out.



THE CHRONOBLOB GUARD MAKES THE POOL WITH THE BOMBS EASY TO SPOT. PICK UP THE BOMBS AFTER DEFEATING THIS TIME MONSTER.

STAGE 4: FORGOTTEN CITY



Climb the rock steps to a long, narrow bridge. Fire one of your bombs at a special target switch, then enter the first of three jail-like chambers between the two canyons.



USE THE BOMBS ON THE SPECIAL BOMB SWITCH AT THE TOP OF THE STEPS. STAND BACK AND FIRE AT IT. A DOOR OPENS AT THE END OF THE BRIDGE. SAVE THE SECOND BOMB FOR THE RED KERROPER INSIDE THE ROOM.

KEEP YOUR SWEEPER AS FULL AS POSSIBLE THROUGHOUT THIS STAGE. THIS IS ESPECIALLY IMPORTANT IN THESE CHAMBERS, WHERE GATES CLOSE AS YOU MOVE FROM ROOM TO ROOM. DON'T GET SEPARATED FROM YOUR PREY.

Defeat the red Keropper in the first cell, then load up your sweeper with any leftover trash and head into the next room. The four trash-shooting enemies in this chamber can be difficult, so use a Pause or Slow to make the action more manageable.



TO OPEN THE DOOR TO THE THIRD CHAMBER, YOU MUST DEFEAT ALL FOUR OF THE MONSTERS HERE.

The final room is home to another red Keropper, a Spiker, and a Gatekeeper. If you saved the bomb from the middle chamber, feed it to the Keropper. Keep the Spiker at bay while you grab another bomb from behind two barrels in the third chamber. Use it to defeat the Keropper.

Next, focus on the Spiker. Take out the Gatekeeper last.



THE SPIKER MAKES LIFE TOUGH IN THIS TINY SPACE. LURE IT INTO THE MIDDLE CHAMBER. DON'T LOSE SIGHT OF IT UNTIL YOU DEFLATE IT FOR GOOD!



SAVE TWO PIECES OF TRASH FOR THE GATEKEEPER.

Your next objective is the jump switch on top of the tree trunk in the middle of the canyon. Use the wedge-shaped platforms between you and the trunk to get there.

Be quick, though, because the slightest weight makes the platforms tumble over!



USE A PAUSE, SLOW, OR REWIND TO STEADY THE WEDGES AS YOU CROSS TO THE TREE TRUNK.



THE JUMP SWITCH OPENS A DOOR TO THE GOAL GATE ROOM, THROUGH THE EXIT BELOW.

Activate the jump switch, then hop down from the tree trunk. Rescue as many gold crystals as possible from the airbike-riding Benito Brother who appears from nowhere. Watch out for the high-flying Octoballoon in the corner, too!



IT IS EASY TO OVERLOOK THIS OCTOBALLOON BECAUSE IT APPEARS ONLY WHEN YOU INVADE ITS TURF. GRAB THE LARGE RUST-COVERED PIECE OF MACHINERY FROM THE MOUTH OF THE NEARBY CAVE AND TAKE OUT THE OCTOBALLOON IN A SINGLE SHOT.



USE THE BIG PIECES OF TRASH IN THIS ROOM TO TAKE OUT THE SPIKERS IN TWO SHOTS INSTEAD OF THREE, THAT LEAVES YOU MORE TIME TO CONCENTRATE ON THE WATER SPIRIT.

At this point, you're likely running out of time. The final room is the toughest to quickly clear. Save as much time as possible early on to give yourself a buffer at the end.

Exit the second cavern and run up the stone steps to the final chamber. As you pass through the doorway, activate a Pause before the two Spikers inside can react to your presence.

Dodge the Spikers' attacks while avoiding the Water Spirit that dwells in this chamber. Each Spiker has three hit points, so this game of dodge-Spiker can go on for a while.

Set aside a couple of Pauses for this room. Activate the first one when you enter to attack the frozen Spikers and sweep up a couple of large trash pieces. When the Pause runs out, let the Spikers go through another attack round, then Pause again when they return to their vulnerable form.

Shoot each Spiker with a big piece of trash to do it in, then use the rest of the time to fill up your sweeper with trash.

Defeat the Water Spirit with the rest of the trash, then head for the newly opened goal gate.



IF YOU RUN OUT OF TRASH, THERE'S MORE IN THE SMALL CANYON BEHIND THE GOAL GATE. CHECK IT OUT IF YOU HAVE TIME.

Red Medal

◦ REQUIREMENTS: Level 2 Sweeper or higher



AFTER YOU DEFEND THAT HORDE OF GOLD FROM THE GREEDY HANDS OF A BENITO BROTHER, CHECK OUT THE TRASH-FILLED HOLE IN THE STONE WALL NEARBY. USE A LEVEL 2 SWEEPER OR STRONGER TO SWEEP THE TRASH UP, THEN DUCK INSIDE THE CAVE TO GRAB THE TREASURE.

Blue Medal

◦ REQUIREMENTS: None



IF TIME PERMITS, CHECK THE AREA BEHIND THE GOAL GATE. A SMALL PIT HOLDS THE BLUE MEDAL, AMONG OTHER THINGS.

Silver Medal

◦ REQUIREMENTS: None



BE AT THE TOP OF YOUR JUMPING GAME TO GET THE SILVER MEDAL. AFTER YOU DEFEAT THE GATEKEEPER, LOOK ACROSS AND TO YOUR RIGHT TO SPOT THE SILVER MEDAL ON A SMALL LEDGE. YOU MUST PASS BY IT ON YOUR WAY TO THE JUMP SWITCH AT THE TOP OF THE TREE TRUNK, SO GRAB IT.

Gold Medal

◦ REQUIREMENTS: Pause

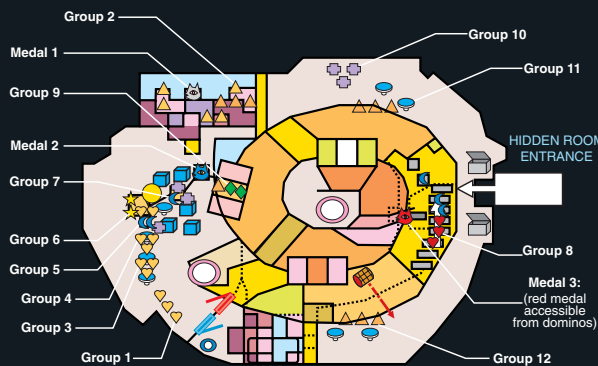


THIS MEDAL IS HIDDEN IN A TUNNEL AT THE LEVEL'S START. USE A PAUSE TO FREEZE THE SPIKED DOOR IN AN OPEN POSITION. WALK THROUGH AND DOWN A TREASURE-FILLED HALLWAY INSIDE. AT THE END, YOU FIND THE GOLD MEDAL.

Stage 4-3

◦ Difficulty: ★★
◦ Secrets: 🐱🐱🐱🐱

◦ Time monsters: 15



List of Time Crystals

Group 1	♥ ♥ ♥ ♥
Group 2	▲ ▲ ▲ ▲
Group 3	♥ ♥ ♥ ♥
Group 4	♥ ♥ ♥ ♥
Group 5	♥
Group 6	★ ★
Group 7	🌀 🌀 🌀 🌀
Group 8	♥ ♥ ♥ ♥
Group 9	♥ ♥ ♥ ♥
Group 10	🌀 🌀 🌀 🌀
Group 11	▲ ▲ ▲ ▲
Group 12	▲ ▲ ▲ ▲
Medal 1	🐱
Medal 2	🐱
Medal 3	🐱
Medal 4	🐱

Stage 4-3 (the final Stage 4 platform level) is the largest yet, and it's easy to get lost. Consider carrying a couple extra Fast-Forwards in case you need to quickly get from one section to another.

The start of the level is reminiscent of Stage 4-1. Grab a couple of bombs, then use them to detonate other bombs lying around in the chamber. Defeating all four time monsters in this room opens the "M" door. Stepping on a jump switch inside the room uncovers a trampoline by the start gate.



ENTERING THE CHAMBER CLOSES THE ENTRANCE GATE, SEALING YOU INSIDE UNTIL YOU DEFEAT ALL THE TIME MONSTERS HERE.



THE TRAMPOLINE UNCOVERED BY THE JUMP SWITCH PROPELS BLINX TO THE PLATFORMS HIGH ABOVE THE LEVEL'S START POINT.

Head back outside and jump on the trampoline. This is the first in a line of three trampolines that send you to the next part of the level, high in the sky.



JUMP FROM TRAMPOLINE TO TRAMPOLINE UNTIL YOU REACH A SMALL LEDGE CARVED IN THE TREE TRUNK.



FROM HERE, YOU CAN EITHER EXPLORE THE AREA AROUND THE FLOATING BLOCKS, OR YOU CAN USE THE FOURTH AND FINAL TRAMPOLINE TO PROPEL YOU TO THE TOP OF THE TREE TRUNK.

Use the fourth trampoline to jump to a platform at the top of the tree trunk. Defeat a Dust Herder there, then use the balloon to float over to the main structure in the center of the level. Hold on tight as you float across, or you have to repeat the climb.



BOUNCE TWICE BEFORE LANDING. THE DUST HERDER GUARD DISCHARGES HIS ATTACK BEFORE YOU LAND.



FROM THE TOP OF THE TREE, YOU GET A GOOD FEEL FOR THE REST OF THE LEVEL AND THE TRIALS AHEAD.

The balloon drops you off at the beginning of a path that spirals around a mountain. Before you can climb it, you must defeat a Water Spirit blocking your way. Good thing there's lots of trash around!





Defeat the Water Spirit, then start up the path. Take out any time monsters you meet.



As you pass the rolling barrels, you reach a platform that houses two red Keroppers. You find a couple of bombs in a gap in the road, but not enough to defeat both monsters.



PLENTIFUL AND BIG PIECES OF TRASH MAKE DEFEATING THE WATER SPIRIT EASY.



DON'T LET THE WATER SPIRIT BACK YOU INTO A CORNER AND OFF THE PATH. LEAVE YOURSELF ROOM TO EVADE THE BEAST'S APPROACH.



OCTOBALLOONS GUARD THE PATH TO THE TOP OF THE MOUNTAIN. STOCK UP ON TRASH WHENEVER YOU FIND IT.



CROSS THE GAP VIA THE WEDGE-SHAPED PLATFORMS TO COLLECT RETRY HEARTS. IF YOU FALL OFF THERE ARE STEPS AT THE END SO YOU CAN CLIMB BACK ONTO THE MAIN PATH.

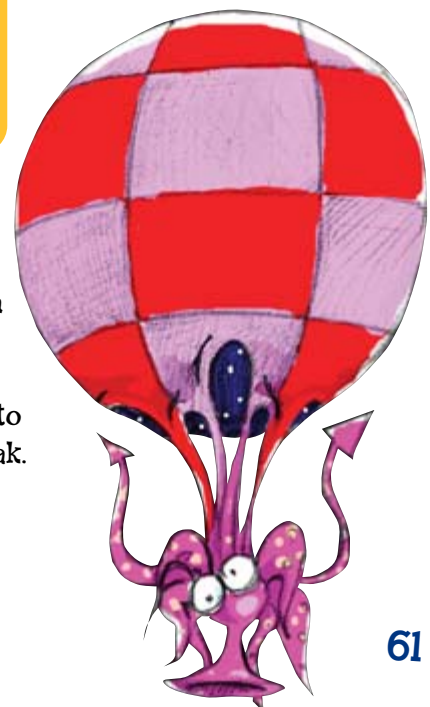


AVOID THE EXPLOSIVE BARRELS ROLLING DOWN THE MOUNTAIN!



FEED EACH KEROPPER A SINGLE BOMB, THEN FINISH THEM OFF WITH TRASH PROJECTILES.

Beyond the two Keroppers lies a second Water Spirit. An abundance of trash allows you to defeat him with ease.



The last two time monsters are an Octoballoon and a simple Dust Herder. Defeat them, then use a Fast-Forward to speed your way to the goal gate at the mountain's peak.



Red Medal

◦REQUIREMENTS: None



BETWEEN THE LAST RETRY HEART AND THE FIRST PAUSE CRYSTAL ON TOP OF THE WEDGE-SHAPED PLATFORMS HALFWAY UP THE MOUNTAIN PATH, YOU FIND A SMALL NICHE IN THE ROCK THAT HOUSES THE RED MEDAL.

Blue Medal

◦REQUIREMENTS: None



IF YOU DIDN'T USE THE FOURTH TRAMPOLINE TO REACH THE TOP OF THE TREE TRUNK, YOU CAN GRAB A BLUE MEDAL AT THE END OF THE SECTION OF NEARBY FLOATING BLOCKS.

Silver Medal

◦REQUIREMENTS: None



UP FOR AN ADVENTURE? START STAGE 4-3 WITH A COUPLE OF FAST-FORWARDS AND USE ONE TO EXPLORE THE RUINS ON THE OPPOSITE SIDE OF THE ENTRANCE COURTYARD. IGNORE THE ARROW SIGNS AROUND THE BACK OF THE TREE TRUNK AND YOU END UP IN A RECESSED AREA FULL OF GOLD CRYSTALS AND THE SILVER MEDAL.

USE THE SECOND FAST-FORWARD TO QUICKLY RETURN YOU TO THE START.

Gold Medal

◦REQUIREMENTS: Level 3 Sweeper

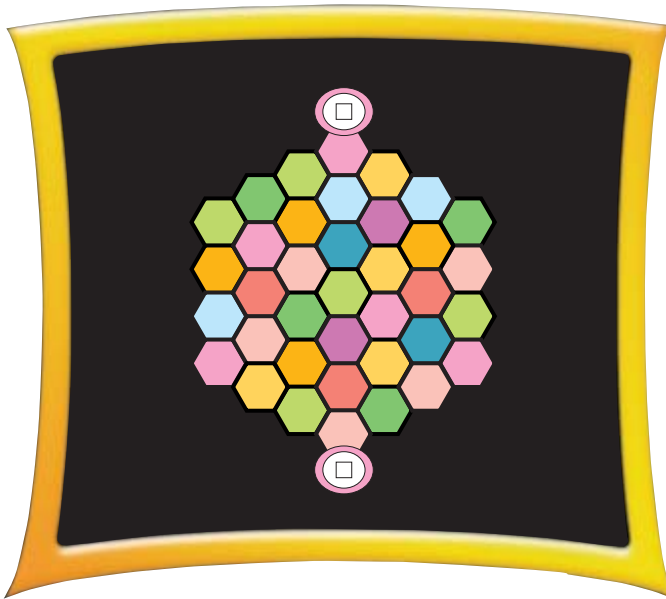


THE FINAL MEDAL IS AT THE BASE OF THE MOUNTAIN OPPOSITE THE ENTRANCE. TO GET THERE, JUMP OFF THE MOUNTAIN FROM THE SERIES OF WEDGE-SHAPED PLATFORMS BY THE RED MEDAL. TURN AROUND TO FACE THE MOUNTAIN.

YOU FIND A SECRET ROOM HIDDEN BEHIND A 16T WEIGHT. THE GOLD MEDAL IS INSIDE. TO GET BACK TO THE MAIN PATH AROUND THE MOUNTAIN, LOOK FOR A SERIES OF TRAMPOLINES ON BOTH THE LEFT AND RIGHT SIDES OF THE SECRET ROOM.

Stage 4 Boss: Dust King

Difficulty: ★★ HP: 5



The Dust King is the father of all Dust Herders! This battle is a more intense version of the Stage 1 Boss Battle. The Dust King throws trash at you at the battle's start. He pursues you relentlessly around the floating, multilevel platform and later tries to tackle you.



THE DUST KING IS A MASSIVE ENEMY. THE LARGER HE GETS, THE FASTER AND MORE AGILE HE BECOMES.



AT THE BATTLE'S START, THE DUST KING JUST SHOOTS TRASH AT YOU.



THE MORE DAMAGE YOU INFLICT ON HIM, THE ANGRIER HE GETS AND THE HARDER HE TRIES TO SMASH YOU FLAT WITH HIS TACKLE ATTACK. YOU KNOW WHERE HE'S GOING TO JUMP NEXT, BECAUSE THE TILE TURNS BRIGHT RED.



YOU MAY HAVE TO USE TIME CONTROLS LIKE SLOW AND PAUSE TO GIVE YOURSELF SOME BREATHING SPACE WHEN THE DUST KING'S CHASE GETS FRANTIC.



WHEN THE DUST KING STOPS TO SURVEY THE BATTLEFIELD, ATTACK!



Stage 5: Temple of Lost Time

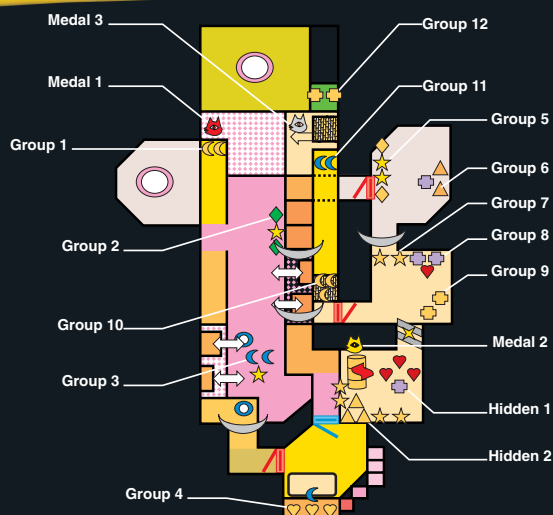
The Temple of Lost Time's ancient buildings make you feel like an adventurer in an Indiana Jones film. In addition to the usual cast of time monsters, you encounter spike pits, swinging axes, and giant rolling boulders. Grab some Pause time crystals, refill your Retry Holders, and get ready to explore.

Stage 5-1

Difficulty: ★★

Time monsters: 14

Secrets: 🐱 🐱 🐱



List of Time Crystals

Group 1	☾ ☾
Group 2	◆ ★ ◆
Group 3	☾ ☾ ★
Group 4	☾ ♥ ♥ ♥
Group 5	◆ ★ ★ ◆
Group 6	▲ ▲ ◆
Group 7	★ ★
Group 8	◆ ◆ ♥
Group 9	★ ★
Group 10	☾ ☾ ☾
Group 11	☾ ☾
Group 12	★ ★
Hidden 1	♥ ♥ ♥ ◆
Hidden 2	★ ★ ★ ★
Medal 1	🐱
Medal 2	🐱
Medal 3	🐱

This first and easiest of three game stages introduces most of the conventions used in the Temple stages. Stage 5-1 also introduces you to the Golem, a creature that assembles itself from pieces of machinery on the ground when it senses an enemy nearby.

If you're quick, you can sweep up some pieces before the Golem uses them. This makes the monster weaker, and the pieces are worth 100 gold each at the trash exchange at the end of the level.

From the start gate, pick up all the trash and head down the ramp marked by two gold crystals. When you reach the bottom, shoot the yellow Chronoblob before he body-slams you.



THIS LITTLE GUY LIKES TO SURPRISE YOU WHEN YOU REACH THE BOTTOM OF THE RAMP. TAKE HIM OUT IN ONE SHOT WITH THE LARGE BARREL FROM THE START GATE PLATFORM.

STAGE 5: TEMPLE OF LOST TIME

From there, head down the corridor to defeat a Molegon and a Spiker roaming the opposite end. Step on a jump switch to activate the sliding panels overhead.

Head up a nearby ramp and jump over a spike pit, using the sliding panels. Step on a second jump switch near the swinging axe door to start the machinery for the panels on the opposite wall.

Use a Pause time crystal to freeze the swinging-axe door in the open position, or time your jump so you don't get hit by the axe.



THE TEMPLE OF LOST TIME STAGES ARE FULL OF SLIDING PANELS. USE A SLOW OR PAUSE TIME CRYSTALS TO MAKE IT EASIER TO PASS OVER THEM, IF YOU WISH.



THIS SWITCH DOES NOT TURN ON THE OVERHEAD. IT ACTIVATES THE SLIDING PANELS NEEDED TO BRIDGE THE GAPS.



SWINGING-AXE DOORS ARE COMMON IN THE TEMPLE OF LOST TIME. THIS GATE'S SLOW TEMPO MAKES IT EASY TO JUMP THROUGH. OTHERS SWING MUCH FASTER. YOU NEED A TIME CONTROL TO PASS THROUGH THEM.

As you enter the chamber, the gate behind you slams shut, sealing you in a room with three Octoballoons. To open the exit door, you must defeat all three monsters. Before leaving the room, reload by sweeping up trash from the floor and staircase.



THE TURQUOISE OCTOBALLOONS TAKE A SINGLE SHOT TO DEFEAT. THE RED-AND-PINK ONE REQUIRES TWO.

Head down the walkway on the second level, taking care to avoid the barrels rolling down the path. If you touch an explosive one, it detonates immediately.

Use Pause to freeze the two swinging-axe doors and the sliding panels between them so you can cross easily.



YOU DON'T HAVE TO USE A PAUSE TIME CRYSTAL TO CROSS THIS LINE OF PANELS AND AXE DOORS, BUT IT HELPS!

Next, cross two blocks that move vertically and enter the chamber at the end of the ramp. Again, watch the barrels rolling down the ramp—especially the ones with lighted fuses.



THE FIRST OF THESE VERTICALLY MOVING BLOCKS IS VERY CLOSE TO THE SECOND AXE DOOR. IF YOU DON'T SEE IT WHEN YOU CROSS THROUGH THE AXE DOOR, TAKE A LEAP OF FAITH. YOU'RE REWARDED.

As before, a gate slams shut behind you when you enter the room, sealing you in with a third group of time monsters. Defeat all four monsters, then head into the next room through another swinging-axe door.



THE COMBINATION OF MONSTERS IN THIS CHAMBER IS ONLY A HARBINGER OF THE TWO LATER STAGES. THE TEMPLE OF LOST TIME IS FAMOUS FOR LARGE GROUPS OF MONSTERS IN SMALL, ENCLOSED SPACES.

Among the monsters here is the Golem. Weaken him by stealing his body parts before he can assemble himself.



THE RED-AND-PINK OCTOBALLOON IS THE LAST MONSTER IN THE STAGE. DEFEAT IT, AND THE GOAL GATE OPENS.



IF THE MONSTERS PROVE TOO MUCH, USE A SLOW OR PAUSE TO CALM THE ACTION DOWN.

After defeating these time monsters, head outdoors to the ledge along the third level of the temple. Careful! Sections of walkway crumble as you cross.

Grab the treasure from the treasure chest and activate a Pause or Rewind time crystal before jumping over the chest onto a crumbling piece of walkway. While the tile remains whole, jump to the vertically moving block, then up a ramp to the goal gate.

Red Medal

◦REQUIREMENTS: None



FROM THE STARTING GATE, YOU CAN SEE A COUPLE OF GOLD CRYSTALS ON TOP OF A RAMP. STANDING ON THE RAMP'S EDGE, LOOK OVER THE SIDE TO SEE THE RED MEDAL. SWEEP IT UP WHILE STANDING ON THE EDGE OF THE RAMP.

Silver Medal

◦REQUIREMENTS: Rewind or Pause



THE SILVER MEDAL FLOATS IN THE AIR OPPOSITE THE RED MEDAL. TO GET THIS MEDAL, ACTIVATE PAUSE OR REWIND ON THE CRUMBLING TILE NEXT TO THE RAMP THAT LEADS TO THE GOAL GATE. STAND ON THE RAMP'S EDGE TO SWEEP UP THE SILVER MEDAL.

Gold Medal

◦ REQUIREMENTS: Pause and Rewind

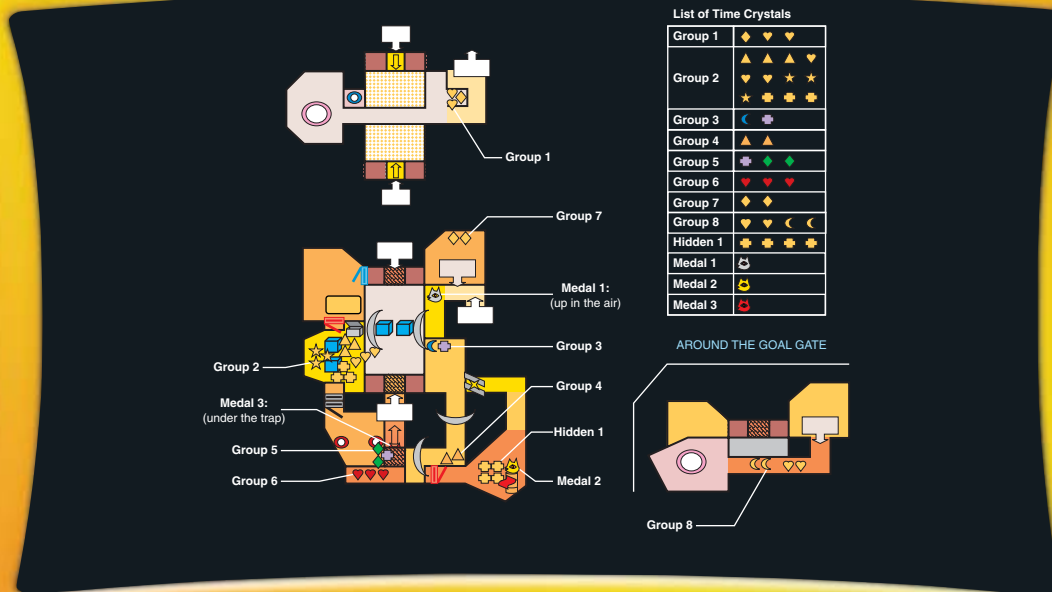


THERE ARE SPIKY DOORS IN THE ROOM WITH THE GOLEM. IF YOU HAVE A COUPLE OF PAUSES, USE IT TO FREEZE THE DOOR WHEN THE SPIKES ARE RETRACTED. ENTER A CHAMBER WITH A STATUE, WHICH CRUMBLES TO PIECES AS YOU DRAW NEAR. STEP ON A PIECE AND USE REWIND TO REASSEMBLE THE STATUE. FROM THE TOP, JUMP AND GRAB THE GOLD MEDAL FROM THE AIR.

Stage 5-2

◦ Difficulty: ★★ ★
◦ Secrets: 🐱 🐱 🐱

◦ Time monsters: 16



Stage 5-2 takes place in a three-story atrium built around a spike pit. Two columns, flanked by vertically moving blocks, rest at a slight incline in the north and south ends, where the action takes place.

If you miss your landing on a block or fall through one of the platforms of crumbling stone suspended in front of them, you fall down the column and into the spike pit. Be careful where you walk and jump as you explore this building.

You start in the basement area. Sweep up 10 pieces of trash, then step on a button near a bridge to set the blocks in motion.



ARE THESE BLOCKS THE ANCIENT EQUIVALENT OF ELEVATORS?

Walk across the bridge, taking care to dodge the rolling barrels, especially the exploding ones. At the end of the bridge, defeat the Molegon before continuing up the ramp.



TO DEFEAT THIS MOLEGON, SMACK IT WITH THE LARGE BARREL FROM THE START GATE AREA.



WATCH OUT FOR THE BLAST RADIUS OF THESE EXPLODING BARRELS.

At the top of the ramp, use Pause to help you cross over the gap on the two blocks between the swinging-axe doors.



BEAT THE FLYING BENITO BROTHER TO THE GOLD CRYSTALS ON THE FLOOR.

Cross to a crowded platform in the southeast corner of the atrium, using the vertically moving blocks on the south wall. From the second block, start firing upon the group of time monsters that guards the platform.



RELOAD YOUR SWEEPER AND COLLECT TIME CONTROL CRYSTALS ON THIS PLATFORM BEFORE HEADING INTO THE TEMPLE. IF YOU'VE RUN OUT OF PAUSE, COLLECT ENOUGH BLUE PAUSE CRYSTALS HERE TO GET ONE.

After defeating the four time monsters on this platform, head south into the temple. Use Pause to freeze the axe door in the open position. Run through the hallway, through a second axe door, and into a chamber with a second group of time monsters.



THE AXES IN THIS DOORWAY AND THE ONE BEYOND SWING TOO FAST TO CROSS WITHOUT SOME TIME CONTROL ASSISTANCE.

Defeat the three monsters guarding this chamber, then check out the two floor switches. One glance should tell you that you're looking at a Record puzzle. If you don't have a Record, create one from the green Record crystals on the floor.

STAGE 5: TEMPLE OF LOST TIME



STATION BLINX ON THE SWITCH FARTHEST FROM THE DOUBLE DOORS AT THE EXIT. THEN RECORD HIM RUNNING ACROSS THE ROOM AND STANDING ON THE SECOND SWITCH. WHEN THE RECORDING STARTS PLAYING, DASH ACROSS THE ROOM THROUGH BOTH OPEN DOORS.



Hop across a gap between the two spinning and moving blocks to the next chamber, where you confront a third group of time monsters.

You're trapped in the room until you defeat all four monsters. Then the "M" door opens, allowing you to cross over the vertically moving blocks on the north wall of the atrium.



MOVE QUICKLY TO THE FIRST BLOCK. THE DOOR THREATENS TO PUSH YOU OFF THE PLATFORM AS IT CLOSES.



IF YOU TIME YOUR ATTACKS WELL, YOU CAN SHOOT EACH MONSTER BEFORE IT SHOOTS TRASH AT YOU.

The final group of time monsters awaits on the northeast platform. This group has a Chronoblob, a Spiker, a Dust Herder, and a Golem. Activating a Pause time crystal as soon as you hit the platform gives you a chance to sweep up some Golem parts and even get a few licks in on the other monsters.



TAKE OUT THE DUST HERDER FIRST BEFORE IT KNOCKS YOU OUT BY HURLING TRASH FROM THE SIDELINES.

After defeating this final group of monsters, run up the ramp, past the Dust Herder's remains, to the goal gate on the third level of the temple.



Red Medal

◦REQUIREMENTS: Level 3 Sweeper



THIS MEDAL IS AMONG THE HARDEST IN THE GAME TO GET. WHEN YOU ENTER THE CHAMBER WITH THE RECORD PUZZLE, LOOK FOR THE CRUMBLING FLOOR TILE BY THE SWINGING-AXE DOOR AT THE ENTRANCE.

IF YOU STEPPED ON IT WHEN YOU ENTERED THE ROOM, IT PROBABLY HAS GIVEN WAY. IF NOT, STEP ON IT. STAND ON THE EDGE OF THE GAP WHERE THE TILE USED TO BE AND SWEEP UP THE MEDAL FROM THE CHUTE UNDERNEATH.

Silver Medal

◦REQUIREMENTS: Rewind



AFTER YOU DEFEAT THE FINAL GROUP OF TIME MONSTERS, LOOK OVER THE SIDE OF THE BRIDGE. THE SILVER MEDAL HANGS IN THE AIR. JUMP FROM THE BRIDGE TO A RAMP BETWEEN THE FIRST AND SECOND FLOOR, GRABBING THE MEDAL ON THE WAY DOWN. TO GET BACK TO THE GOAL GATE, REWIND AND TAKE A BARREL BACK TO THE TOP FLOOR.

Gold Medal

◦REQUIREMENTS: Pause and Rewind



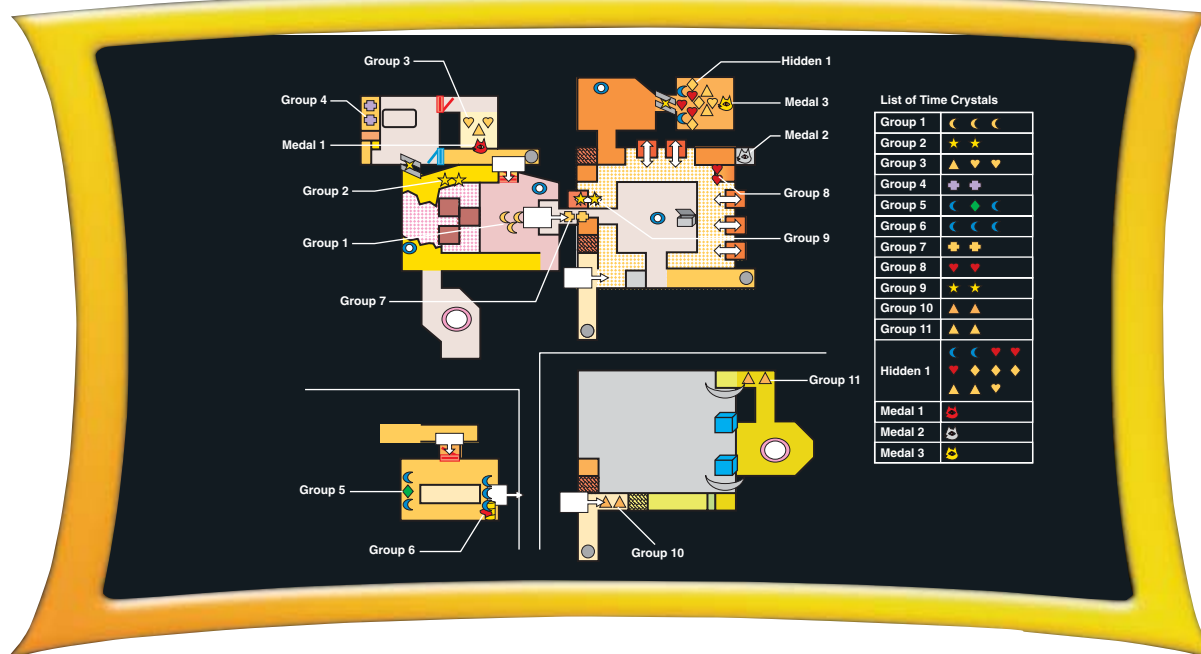
THE GOLD MEDAL FLOATS ABOVE A STATUE IN A CHAMBER BEHIND A SPIKY DOOR ON THE PLATFORM WHERE YOU ENCOUNTERED THE FIRST LARGE GROUP OF TIME MONSTERS. AFTER DEFEATING ALL THE MONSTERS, USE PAUSE TO FREEZE THE DOOR IN THE OPEN POSITION.

FOLLOW A CORRIDOR INTO THE CHAMBER, WHERE YOU FIND THE CRUMBLING STATUE. STAND ON ONE OF THE PIECES AND USE REWIND TO REASSEMBLE THE STATUE. JUMP FROM THE TOP AND GRAB THE FLOATING GOLD MEDAL.



Stage 5-3

Difficulty: ★★★★★ Time monsters: 17
 Secrets: 🐱 🐱 🐱



The final stage in the Temple of Lost Time is the largest and most confusing. This temple has two wings, east and west. The west wing has three basic levels: the basement where you start, a main level, and a second floor that drops into place when you step on a jump switch.

The east wing is a half-level higher than the west wing and also features a basement, a main level, and a second story where you find the goal gate. From start to end, the path takes you through the west wing's three levels first, then through all three levels of the east wing.

You start in the basement of the west wing. Sweep up as much garbage as you can carry and head up the ramp into the main room.

Step on a jump switch to the left of the ramp, which activates machinery that drops the second floor into place. Jump to the large columns in the middle of a spike pit and follow them down to the basement.

The first group of time monsters waits in the main room of the basement. As the Golem starts reconstructing his body, get one shot off at the two Spikers and the Molegon. Finish them off, then work on defeating the Golem.



THE DEFINING CHARACTERISTIC OF THIS STAGE IS LARGE MONSTER GROUPS. IF YOU'RE HAVING TROUBLE DEFEATING FOUR OR MORE MONSTERS AT ONE TIME, SLOW DOWN THE ACTION WITH TIME CONTROLS.



SPIKES LINE THE FLOOR BELOW THESE LARGE SQUARE COLUMNS. BE CAREFUL WHEN YOU JUMP SO THAT YOU DON'T END UP SPEARED IN THE PIT BELOW.

Before you head back up the ramp to the main floor, step on the jump button in the far basement corner. The columns in the center of the spike pit start to move. You must do this to make it across the pit to the rooms on the other side.



WATCH OUT FOR THE ODD EXPLODING BARREL AS YOU MAKE YOUR WAY UP THE RAMP.

Once you've defeated these four time monsters, the "M" door opens. Walk up a ramp to the west wing's second floor. Defeat the Dust Herder and Octoballoon standing guard before you, then head down a ramp in the center to the entrance of the east wing.

Ignore the spiked door and head right to a hallway that leads you into the same room. This way may not be faster, but it saves you a Pause. The door shuts behind you, sealing you in the room with a second group of time monsters.



WATCH OUT FOR THE SNEAKY DUST HERDER BY THE "M" DOOR. HE HIDES BEHIND THE THREE OCTOBALLOONS AND SHOOTS TRASH AT YOU.



THE FALLING STATUE IS A RED HERRING. IF YOU REASSEMBLE IT WITH A REWIND, ALL YOU FIND IS A BUNCH OF BLUE PAUSE CRYSTALS. IF YOU NEED PAUSE TIME CONTROLS, SACRIFICE A REWIND TO GET THESE CRYSTALS. IF NOT, PASS IT BY.



THE ENTRANCE TO THE EAST WING OF THE TEMPLE LIES AT THE END OF THIS RAMP.

Upon entering the east wing of the temple, you're confronted by a third group of time monsters. This quartet has two Octoballoons, a Molegon, and a Golem. Defeat them and collect time crystals and trash before stepping on the switch in the center of the platform.



BY NOW, THE SIGHT OF FOUR TOUGH MONSTERS SHOULDN'T FILL YOU WITH DREAD.

Stepping on the switch activates sliding panels in the walls. These lead you to a chamber on the main level of the east wing.



JUMP OVER THE GIANT BALL AS IT ROLLS DOWN THE CHUTE.



IF YOU STILL AREN'T SECURE TRAVELING ON THESE SLIDING PANELS, USE SLOW OR PAUSE TO BOOST YOUR CONFIDENCE.

At the end of the first set of sliding panels, enter the door to the right and take out the Octoballoon and Spiker you find inside. Step on the switch to activate the sliding panels that take you to the second floor and the goal gate.



DON'T FORGET TO STEP ON THIS SWITCH IN YOUR SEARCH FOR TIME MONSTERS AND TREASURE.



THIS PART OF THE STAGE IS RIDDLED WITH UNSTABLE FLOOR SECTIONS. IF YOU SEE CRACKS IN THE PAVEMENT, ACTIVATE A PAUSE OR REWIND BEFORE TAKING ANOTHER STEP.

The final stretch before the top floor features two swinging-axe doors flanking a couple of floating blocks. Use a Pause to get you through the first doorway and onto the first block. When the first Pause runs out, jump to the second block. Activate another Pause when that block approaches the last doorway.



WHEN THE FIRST BLOCK IS CLOSEST TO THE FIRST DOORWAY, THE SECOND BLOCK IS TOO FAR AWAY TO JUMP TO SAFELY. WAIT UNTIL THE PAUSE RUNS OUT BEFORE ATTEMPTING TO MOVE FROM ONE BLOCK TO THE NEXT.

The final monster, a Spiker, lies in wait around the bend in the stairwell. When you defeat him, the goal gate opens. You can exit this level.



Red Medal

◦REQUIREMENTS: None



AS YOU WALK UP THE RAMP FROM THE FIRST FLOOR TO THE LOWERED PLATFORM THAT MAKES UP THE SECOND FLOOR, LOOK AT THE RAILING TO YOUR LEFT. YOU SEE THE RED MEDAL FLOATING THERE. JUMP ONTO THE RAILING AND SWEEP IT UP.

Silver Medal

◦REQUIREMENTS: None



THE SILVER MEDAL IS HIDDEN IN AN ALCOVE AT THE END OF THE FIRST WALL OF SLIDING PLATFORMS THAT LEAD TO THE GOAL GATE ON THE ROOF. USE YOUR SWEEPER TO GET IT BEFORE CONTINUING ON YOUR WAY.

Gold Medal

◦REQUIREMENTS: Two Pauses

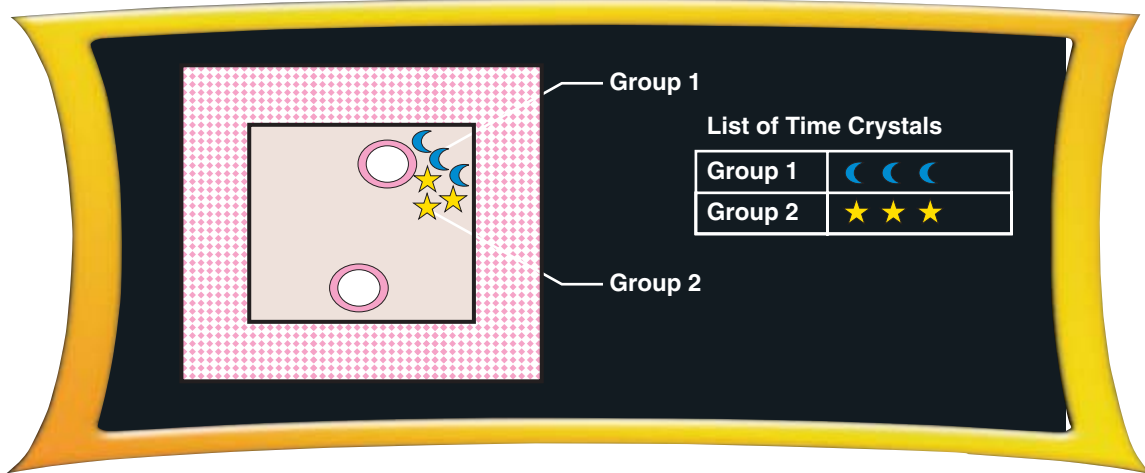


THE GOLD MEDAL LIES IN A HIDDEN ROOM OFF THE CHAMBER WITH THE LAST GROUP OF TIME MONSTERS. USE A PAUSE TO FREEZE THE SPIKED DOOR IN THE OPEN POSITION AND CLAIM THE GOLD MEDAL INSIDE. YOU NEED A SECOND PAUSE TO EXIT THE ROOM SAFELY.



Stage 5 Boss: Juggernaut

Difficulty: ★★ ★ HP: 5



The Juggernaut is the big brother of the Golem. He is the last of the straightforward Bosses, so relish this battle while it lasts.



THE JUGGERNAUT IS THE GOLEM'S BIGGER SIBLING.

The Juggernaut uses two basic attacks in sequence. First he forms himself into a ball and rolls across the battlefield at you. When he rolls off the platform on the other side, he springs into the air and hovers over the far end of the battlefield.



THE SPINNING BALL ATTACK.

In the second part of the attack, he is vulnerable. He resumes his normal form and lands on the floor. When you hit him with a piece of trash, he calls three small balls to join him in battle.

If you hesitate, the Juggernaut still calls his buddies, then jumps around the arena trying to land on you. Shoot the small balls before they hit you or before they join him as he rolls up and starts the spinning ball attack again.



SHOOT THE JUGGERNAUT WHILE HE IS IN HIS NORMAL FORM, THEN GO AFTER THE LITTLE GREEN BALLS HE SUMMONS.



You find renewable trash sources in both the northwest and southeast corners of the battlefield and plenty of Pause and Slow time crystals in the northeast corner. Pause and Slow are your greatest allies in this battle, because they buy you enough time to restock your time crystals and reload your sweeper.

Keep at least four pieces of trash in your sweeper to attack the Juggernaut and his friends before they get you.

Stage 6: Mine of Precious Moments

The Mine of Precious Moments consists of several abandoned mines outfitted with rail cars and tracks. They also contain lots of precious metal. The Combustasaur, the fire equivalent of the Water Spirit, makes its appearance in this stage.

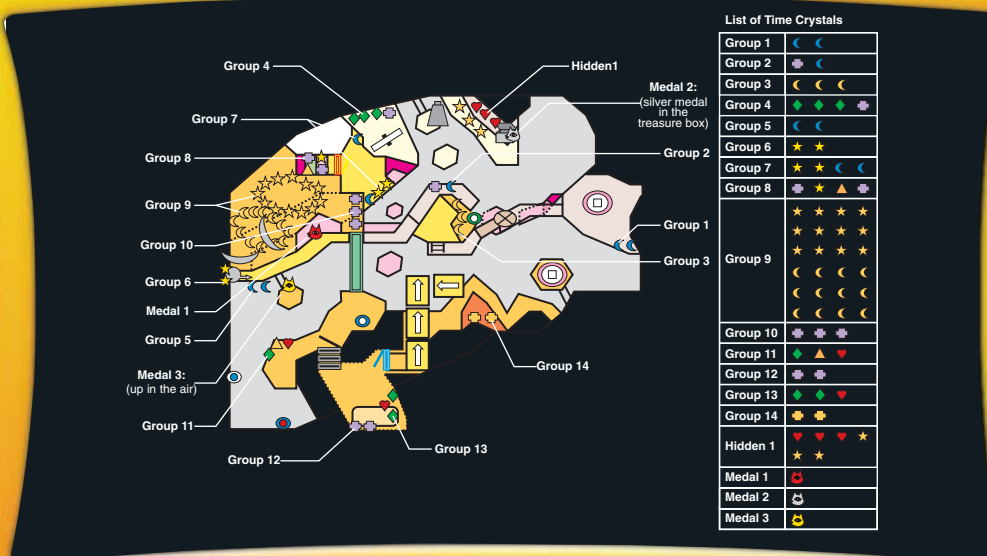
Pay attention to your surroundings, and try to get the big picture as soon as you can.

Stage 6-1

Difficulty: ★★

Time monsters: 14

Secrets: 🐱 🐱 🐱



Stage 6-1 acquaints you with the mine environment. It has plenty of challenges and tons of gold.

The stage starts with a new monster: the flaming Combustasaur. Like the Water Spirit, it has two forms that you must battle separately. The first takes 10 hits to defeat; the second takes a single hit.

This monster lobbs fireballs, making it almost impossible to pelt him with trash safely, even at a distance.



THE COMBUSTASUR, EVEN MORE THAN THE WATER SPIRIT, DESERVES A RECORD-ASSISTED ATTACK. RECORD YOURSELF ATTACKING THE COMBUSTASUR WITH A FULL SWEEPER. YOU CAN EASILY DEFEAT YOUR WEAKENED FOE.



STAGE 6: MINE OF PRECIOUS MOMENTS



YOU CAN ACTIVATE THE TRAIN SWITCH ONLY ONCE. IF YOU HIT THE SWITCH BEFORE YOU EXPLORE THE LEFT SIDE OF THE TRACK, YOU MUST RESTART THE LEVEL OR WAIT FOR ANOTHER VISIT.

Hit the track change switch, defeat the Combustasaur, then follow the train tracks to the right around the platform. In back, you find an intermediary platform that allows you to jump to the mine in the rear. Look for the Record seesaw and head there.



JUMP FROM THE TRACKS TO THE SMALL PLATFORM, THEN HEAD OVER TO THE LEDGE WITH THE RECORD SEESAW.



Position Blinx on the crosshair side of the seesaw, then record him jumping on the side with the Record symbol. When the recording rewinds and plays, ghost Blinx sends live Blinx flying to the ledge above.



USE A RECORD TO GET BLINX UP TO THE LEDGE.



THE PURPLE CHRONOBLOB IS AN UPGRADED VERSION OF THE YELLOW CHRONOBLOB—TOUGHER AND MORE AGGRESSIVE.



DEFEAT THE GATEKEEPER TO REVEAL THE STEPS TO THE TOP FLOOR.

On the top floor you find two big circles of gold crystals. Keep the flying Benito Brother from grabbing them first. Shoot him down, then collect the gold.

Activate a Pause or a Rewind before you walk over the narrow bridge connecting the two parts of the mountain. The ground beneath the tracks collapses under Blinx's weight.



YOU HIT THE MOTHER LODE!

Before you work on opening the door, get rid of the Chronoblobs guarding it. Then activate the two switches to the right of the door by hitting one with trash and one with a bomb. These switches control obstacles in the hallway. Finally, open the gated door and enter the cavern.





Four Octoballoons and a Molegon dwell within the cavern. Defeat them, then reload your sweeper and pick up the time crystals before heading out the "M" door.

HIT THE REGULAR SWITCH WITH A PIECE OF TRASH. THE BOMB TARGET MUST BE TRIGGERED WITH A BOMB.



Use a Pause or a Rewind to help you make it across five conveyor belts to the last group of ledges. The goal gate is on one of those ledges. Watch out for explosive barrels on the belts, and shoot the Octoballoon guarding the operation as you pass by.



THIS BATTLE LOOKS INTIMIDATING BECAUSE OF THE NUMBER OF MONSTERS, BUT EACH OCTOBALLOON REQUIRES ONLY A SINGLE HIT TO DEFEAT.

FOR THE CONVEYOR BELT RELAY YOU WANT AT LEAST ONE REWIND OR PAUSE IN YOUR TIME CONTROL HOLDERS.

The last monster in the stage is the Dust Herder awaiting you at the end of the last conveyor belt. Shoot him from the belt, then jump down to a clear spot on the ledge. When you defeat him, the goal gate opens. You're free to continue to the next stage.

Red Medal

◦REQUIREMENTS: None



FROM THE LEDGE WITH THE RECORD SEESAW, HEAD TO THE LEFT, GO DOWN THE STAIRS, AND HOP OVER TO A COVERED WALKWAY. FOLLOW IT TO THE END, AND YOU FIND THE RED MEDAL IN A SMALL CUL-DE-SAC.

Silver Medal

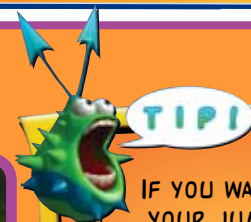
◦REQUIREMENTS: Level 3 Sweeper



THE SILVER MEDAL IS CONFINED IN A TREASURE CHEST ON A MOUNTAIN LEDGE BLOCKED BY A 16T WEIGHT. SWEEP THE WEIGHT AWAY FROM THE PLATFORM ACROSS THE RECORD SEESAW, THEN LEAP OVER TO THE LEDGE WITH THE CHEST. SHOOT A PIECE OF TRASH AT THE CHEST TO BREAK THE LOCK, AND THE SILVER MEDAL SPRINGS OUT.

Gold Medal

◦REQUIREMENTS: None



IF YOU WANT TO MAKE YOUR JUMP FROM THE BOULDER TO THE MEDAL EASIER, USE A PAUSE TO STOP THE ROCK, THEN MANIPULATE THE CAMERA TO LINE UP YOUR JUMP?

GETTING THE GOLD MEDAL REQUIRES A FEAT OF DERRING-DO ON YOUR PART. FOLLOW THE TRACK FROM THE SWITCH AT THE START OF THIS STAGE, PAST THE COMBUSTASAUR TO THE TRACK END. YOU REACH A SECTION WHERE LARGE BOULDERS ROLL DOWN THE TRACK AND PAST A PLATFORM. THE GOLD MEDAL FLOATS ABOVE THE PLATFORM.

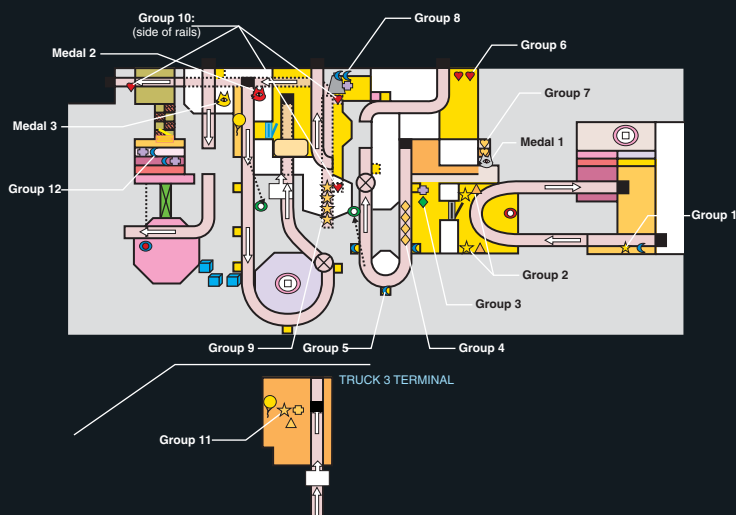
TO GET IT, HOP ON A ROLLING BOULDER AND JUMP OFF AS IT PASSES THE GOLD MEDAL. IF YOUR JUMP IS AIMED AND TIMED RIGHT, YOU GET THE MEDAL.

Stage 6-2

◦Difficulty: ★★☆☆

◦Time monsters: 15

◦Secrets: 🐱🐱🐱



List of Time Crystals

Group 1	★
Group 2	★ ★ ★
Group 3	★ ★ ★
Group 4	★ ★ ★
Group 5	★ ★ ★
Group 6	★ ★ ★
Group 7	★ ★ ★
Group 8	★ ★ ★
Group 9	★ ★ ★
Group 10	★ ★ ★
Group 11	★ ★ ★
Group 12	★ ★ ★
Medal 1	★
Medal 2	★
Medal 3	★

The cart tracks roughly divide Stage 6-2 into four parts. The area is crowded, and it's hard to figure out the lay of the land until you thoroughly explore it. Some mine carts are operating. Hop in one as it draws near a station marker. When you activate a route, its carts run continuously for the rest of your visit.

Grab a few pieces of garbage on the steps, then jump to the lower level of the mine's first section. A section of track is suspended over a gap. Climb up the track and double jump up to the first group of time monsters.



Attack and defeat two Chronoblobs guarding the door and the track. Reload your sweeper, then step on the jump switch to open the door. Use a Record or a Pause to keep the door open long enough to pass through.

YOU COULD RIDE THE MINE CART TO THE FIRST GROUP OF ENEMIES, BUT IT'S QUICKER TO WALK OVER THE TRACK.



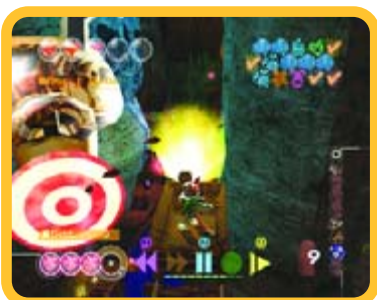
Defeat the Chronoblob and Dust Herder on the other side of the door, then head up the narrow ramp to take your first cart ride.

AFTER YOU STEP OFF IT, THE SWITCH KEEPS THE DOOR OPEN ONLY FOR A SHORT WHILE. IF BLINKX IS VERY QUICK, HE CAN STAND ON THE SWITCH FOR 3-4 SECONDS, THEN CHARGE STRAIGHT THROUGH THE DOOR. THIS SAVES YOU FROM USING A PAUSE OR RECORD TIME CONTROL.



MINE CART STATIONS ARE IDENTIFIED BY NUMBERED PLAQUES ON THE GROUND. WHEN A CART PASSES A PLAQUE, IT SLOWS DOWN SO A PASSENGER CAN HOP IN.

When you hop in the cart, it automatically takes off. As you round the bend, shoot the track switch on your left. The track ahead changes positions, rerouting your cart—hopefully to a less perilous location.



DON'T HESITATE TO SHOOT IT WHEN YOU SEE THIS SWITCH IN THE DISTANCE.



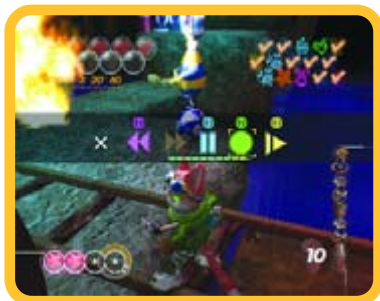
THE FIRST CART TAKES YOU TO A ROOM FULL OF OCTOBALLOONS.

You can't ride a cart into the mine, so hop off when you reach the Octoballoon room. You can easily take out most of these time monsters from the safety of the track. Defeat five Octoballoons and head out the "M" door to the second cart and station.



WHEN YOU HIT THE TRACK SWITCH, THIS CART TAKES YOU FROM SECTION THREE TO SECTION FOUR OF THE STAGE.

STAGE 6: MINE OF PRECIOUS MOMENTS



HOP OUT OF THE MINE CART BEFORE IT ENTERS THE MINE. IMMEDIATELY ACTIVATE A RECORD OR A PAUSE.



THE EASIEST WAY TO SURVIVE THIS BATTLE IS TO USE THE RECORD ATTACK. THIS METHOD CONSERVES AMMUNITION, WHICH IS SCARCE IN THIS SECTION AND ALSO PROVIDES A DECOY TO DISTRACT THE COMBUSTASUR, LETTING YOU ATTACK IN SAFETY.



WHILE THE GHOST BLINX FIRES AT THE COMBUSTASUR, TAKE OUT THE DUST HERDER BEFORE FINISHING OFF YOUR FIERY FOE.



LAST COMES THE GATEKEEPER. DEFEAT HIM, AND THE BARRIER TO THE STAIRS IS AUTOMATICALLY REMOVED.

Defeat this group of enemies, then head up the steps, grabbing a bomb or two to fire at the bomb switch across the gap. The drawbridge lowers, giving you access to the final three monsters and the goal gate.



SHOOT THE TARGET WITH A BOMB TO LOWER THE DRAWBRIDGE.



A Molegon and a Chonoblob are on the other side. As you defeat them, save some trash for the Dust Herder by the goal gate. Use the moving blocks to reach the goal gate. Shoot the Dust Herder from the last block, and you're home free!

When you are at the cloud platforms right at the end of the level, there is a mine cart there. If you jump in and Rewind, it will move the cart backwards and allow you to get the Gold Medal.



CONSERVE AMMUNITION. IF YOU RUN OUT, YOU CAN STAND ON THE CLOSED GOAL GATE. WHEN THE DUST HERDER THROWS TRASH AT YOU, SWEEP IT UP AND TOSS IT BACK AT HIM.



Red Medal

◦REQUIREMENTS: None



BACKTRACK ALONG THE SECOND CART TRACK, FROM THE COMBUSTASOUR TO THE REAR OF THE MINE'S THIRD SECTION. THE RED MEDAL IS TUCKED INTO A NICHE IN THE WALL.

Silver Medal

◦REQUIREMENTS: Level 3 Sweeper



SWEEP THE 16T WEIGHT AWAY FROM THE TRACK ENTRANCE TO THE OCTOBALLOON ROOM. FOLLOW THE TRACK TO A DESERTED AREA BEHIND THE MINE'S SECOND SECTION AND TURN RIGHT. ALONG THE EDGE OF THE MOUNTAIN YOU SEE A STEPLIKE STRUCTURE. CLIMB IT. YOU FIND THE SILVER MEDAL AT THE TOP.

Gold Medal

◦REQUIREMENTS: None



THE MOST EFFICIENT WAY TO REACH THIS MEDAL IS TO USE A TALL BARREL AS A STEPPING STOOL FROM THE SECOND TRAIN STATION TO THE LEVEL ABOVE. YOU FIND THE GOLD MEDAL SITTING NEXT TO ANOTHER CART STATION.

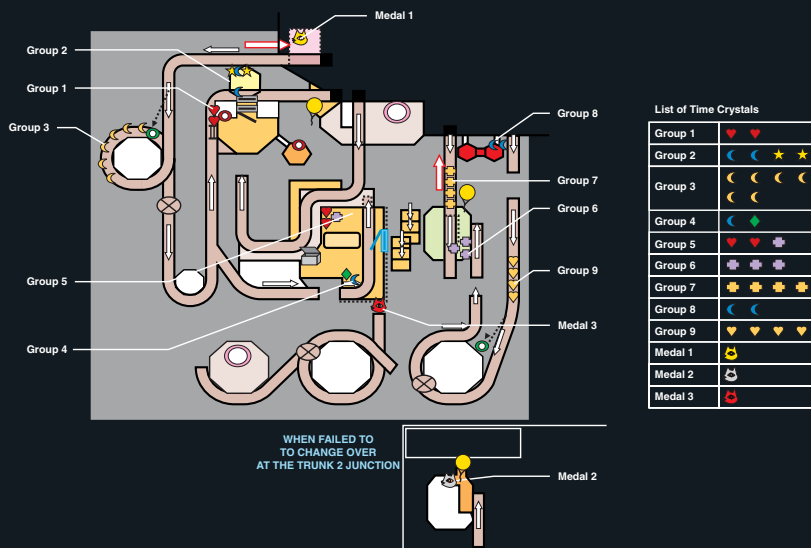


Stage 6-3

Difficulty: ★★ ★

Time monsters: 14

Secrets: 🐱 🐱 🐱



Stage 6-3 is the most complicated of the mines. From a cart station on a mountain top, you ride carts on several sections of a dilapidated track winding around stone columns and spires.

To defeat all the time monsters, shoot anything that moves. Finding the treasures takes some finesse.

Sweep up the trash around the start gate, then hop into a mine cart waiting for you by the station. It whips you down the track and around a corner, then the track abruptly ends.

The cart starts to plunge into an abyss. Double-jump to reach a well-guarded platform ahead.



A COUPLE OF FALLS IS ALL IT TAKES TO LEARN THE TIMING OF THIS JUMP. MORE TREACHEROUS IS THE LANDING-A CHRONOBLOB AND DUST HERDER ARE THERE TO GREET YOU.

Defeat the Chronoblob and Dust Herder, then step on the switch by the double doors and Record Blinx as he runs and jumps to a second switch across the way. When the recording plays back, head through the door to the cart station on the other side.



THE TIMING ON THIS RECORDING HAS TO BE VERY PRECISE TO GIVE GHOST BLINX ENOUGH TIME ON THE SECOND SWITCH TO GET YOU THROUGH THE DOOR. WHEN YOU RECORD BLINX JUMPING TO THE OTHER SWITCH, AIM TO HAVE HIM JUMP ON THE SWITCH.



Hop into a cart waiting by the second station and ride it to its end. Shoot two Octoballoons floating by the side of the track and hit the track switch mechanism.

IF YOU DON'T HAVE A RECORD, CLIMB DOWN THE LADDER NEAR THE SWITCH AND JUMP OFF A LEDGE AT THE LEFT OF THE PLATFORM (TWO BARRELS MARK THE LOCATION). YOU LAND ON AN ABANDONED STRETCH OF TRACK THAT LEADS YOU TO A HELIUM BALLOON. RIDE THAT TO A DROP POINT ON THE OTHER SIDE OF THE DOOR YOU COULDN'T OPEN.



The second cart delivers you to a platform thick with time monsters. You need quick reflexes or a couple of Slow or Pause time controls. Shoot the monsters in succession, refilling your sweeper while they recover from your first hit. When you defeat all five, the "M" door opens. Continue to the next cart station.



IF YOU DON'T HIT THE TRACKSIDE MONSTERS AS YOU PASS, YOU MUST BACKTRACK AND TAKE THEM OUT. FORTUNATELY, THEY REQUIRE ONLY A SINGLE HIT.

JUMP FROM THE CART BEFORE IT TURNS THE CORNER TO GET A JUMP ON THE TIME MONSTERS ASSEMBLED HERE.



GRAB THE GOLD CRYSTALS FROM THIS TREASURE CHEST BEFORE YOU LEAVE THE AREA.



YOU CANNOT REACH THE RED MEDAL FROM THIS PLATFORM. YOU MUST FIND A WAY TO GET TO THE TRAIN TRACK ON THE OTHER SIDE.

Take the conveyor belts to the next platform. There, defeat a Molegon and a Dust Herder guarding a cart station. Hop into the cart as it passes by, then activate a Rewind. The cart travels backward into the mine. Hop out and walk to the fourth cart station, guarded by an Octoballoon.

STAGE 6: MINE OF PRECIOUS MOMENTS



IT'S EASIER TO CLIMB THE CONVEYOR BELTS IF YOU DON'T USE REWIND. IF THE SPEED IS TOO MUCH FOR YOU, USE SLOW.



TRAVELING FORWARD ON THE THIRD CART LEADS TO DISASTER.



HOP OUT OF THE THIRD CART AT A SMALL PLATFORM BEFORE THE CART ENTERS THE MINE.

The fourth cart is the last one on your itinerary. When a cart stops, hop in. Trigger the track switch when you pass by it, and you can ride the cart to the goal gate around the three stone columns. You must defeat the two remaining Octoballoons floating around the track before the gate opens.



JUMP OUT OF THE CART WHEN YOU REACH THE SECOND STONE COLUMN SO YOU CAN AIM AT THE OCTOBALLOON MORE ACCURATELY. FIRE OFF A SHOT TO DISPATCH THE LAST TIME MONSTER AND WALK OVER TO THE GOAL GATE.



Red Medal

◦REQUIREMENTS: None



IF YOU HAVE A MINUTE OR SO LEFT AND HAVE OPENED THE GOAL GATE, GET THE RED MEDAL. WALK OVER TO THE STONE COLUMN BY THE GOAL GATE. FOLLOW THE TRACK DOWN AND AROUND THE SHAFT UNTIL YOU REACH ITS END, BLOCKED OFF WITH ORANGE TRAFFIC CONES.

THE RED MEDAL FLOATS IN MIDAIR AT THE END OF THE TRACK. STANDING ON THE EDGE OF THE TRACK, SWEEP UP THE MEDAL AND RUN BACK UP THE TRACK TO THE GOAL GATE.

Silver Medal

◦REQUIREMENTS: None



EXPLORE AN ABANDONED TRACK TO GET THE SILVER MEDAL. WHEN YOU GET INTO THE LAST CART FOR THE RIDE TO THE GOAL GATE, RIDE IT TO ITS ORIGINAL DESTINATION INSTEAD OF CHANGING TRACKS AT THE SWITCH.

THE TRACK WINDS AROUND THE CURRENT COLUMN AND BREAKS OFF. JUMP OUT OF THE CART NEAR THE BALLOON. BUT BEFORE YOU CATCH A BALLOON RIDE, LOOK AROUND THE STONE OUTPOST FOR THE SILVER MEDAL.

Gold Medal

◦REQUIREMENTS: None



FROM THE SECOND CART STATION, HEAD UP THE TRACK TO THE CAVERN AT ITS END. THE GOLD MEDAL IS INSIDE THE CAVE, NEXT TO THE TRACK.

Stage 6 Boss: Kerogon

◦Difficulty: ★★★★★ ◦HP: 5

Group 4

Group 5

Group 6

Group 3

Group 2

Group 1

List of Time Crystals

Group 1	▲▲▲▲
Group 2	◆◆◆◆
Group 3	✖✖✖✖
Group 4	◀◀◀◀
Group 5	♥♥♥♥
Group 6	★ ★ ★ ★

The Kerogon from the end of Stage 2 is back, and he means business. The Stage 6 Kerogon is bigger, stronger, faster, and tougher to beat.

STAGE 6: MINE OF PRECIOUS MOMENTS



THE KEROGON IS EVEN TOUGHER TO BEAT THE SECOND TIME AROUND.

This time you have nowhere safe to hide when the Kerogon attacks, and he's an active monster. For the most part, the Kerogon spits pieces of trash at you or tries to drown you in rolling barrels. Both attacks are easily dodged. The first one even supplies ammunition.



ROLLING BARRELS AND TRASH ARE THE MOST BENIGN OF THE KEROGON'S ATTACKS.



The Kerogon also has a powered-up tackle and has gained the ability to destroy the edges of the battlefield. He starts to flash when he charges up these attacks, so you know when to get ready to dodge.

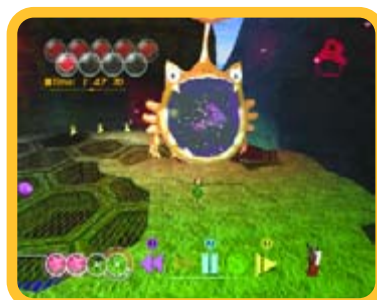


DODGE THE KEROGON'S TACKLE UP CLOSE. WHEN HE STARTS TO DIVE, JUMP TO THE SIDE AND FIRE ON HIS EXPOSED BACKSIDE.

The Kerogon's weak point is still his backside. Attack him when he's stalking and spitting trash at you. Pause the game when he opens his mouth, then run behind him and fire. You can also use Fast-Forward to speed up or Record to distract the Kerogon with a ghost Blinx.



FEEDING THE KEROGON TRASH MAKES HIM LARGER AND SLOWER. BUT IT ALSO MAKES HIM SPIT UP MORE TRASH, MAKING HIS TRASH ATTACK MORE DIFFICULT TO DODGE.



WHEN THE KEROGON IS NOT FLASHING, HE'S VULNERABLE TO ATTACK FROM BEHIND. USE PAUSE AND HIT HIM WHERE IT HURTS. SIX HITS, AND HE'S HISTORY.



Stage 7: Everwinter

Everwinter is an alpine region perpetually covered in snow and ice. In addition to meeting new monsters (you encounter the Ice Turtle and the Typhoon), you learn how to handle Blinx in icy conditions.

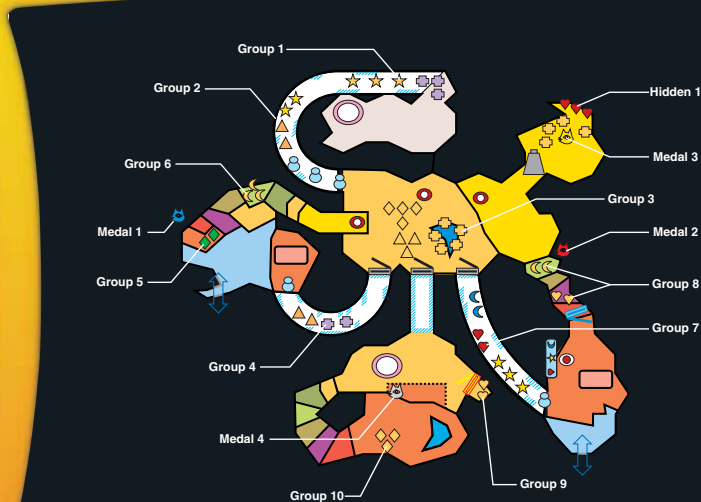
The snow and ice keeps Blinx in constant motion—whether you want him to be or not! Blinx slides and slips, falling flat on his rear or on his belly. Increased numbers of Spikers set the stage for a challenging but good time that has you wishing the Shop sold spiked shoes or snowshoes.

Stage 7-1

Difficulty: ★★★★★

Time monsters: 16

Secrets: 🐱 🐱 🐱 🐱



List of Time Crystals

Group 1	🌟 🌟 🌟 🌟
Group 2	🌟 🌟 🌟 🌟
Group 3	🌟 🌟 🌟 🌟
Group 4	🌟 🌟 🌟 🌟
Group 5	🌟 🌟 🌟 🌟
Group 6	🌟 🌟 🌟 🌟
Group 7	🌟 🌟 🌟 🌟
Group 8	🌟 🌟 🌟 🌟
Group 9	🌟 🌟 🌟 🌟
Group 10	🌟 🌟 🌟 🌟
Hidden 1	🌟 🌟 🌟 🌟
Medal 1	🌟
Medal 2	🌟
Medal 3	🌟
Medal 4	🌟

You might expect Stage 7-1 to give you a slight break in the action to get used to the mechanics of walking and running on ice. Alas, it's easier only in comparison to the two stages that follow.

You meet the Typhoon and the Ice Turtle, the last of the monsters in the Blinx bestiary. The Typhoon is a small seahorse-shaped dragon that can spin itself into a small tornado. It usually accompanies two or more other monsters; it tries to capture you in its whirlwind until the other beasts get close enough to attack you. The tornado also makes you dizzy and unable to walk or defend yourself for a short time.



ALWAYS DEFEAT THE TYPHOON FIRST! IF YOU DON'T, IT SWEEPS YOU UP AND DEPOSITS YOU IN THE PATH OF ANOTHER ENEMY—OR WORSE.

STAGE 7: EVERWINTER

The Ice Turtle hibernates in the snow until you come within range. When you hit it with a piece of trash, it explodes like a bomb. Shoot these monsters from afar or while sliding away.



Stage 7-1 is constructed around a central hub with four spokes. You start at the tip of one spoke and slide down to the field in the central hub.

THE ICE TURTLE IS INVULNERABLE AS IT SLEEPS IN ITS SNOWY BED. WHEN YOU GET CLOSE, THE ICE TURTLE REARS UP AND BECOMES FAIR GAME.



THESE SNOWMEN ONLY IMPEDE YOUR PROGRESS. SLIDE AROUND THEM, OR PLOW THROUGH THEM IF YOU WISH.

As soon as you enter the hub, that flying Benito Brother appears from a hole in the snow to steal the gold lying around. Send him on his way with a few trash projectiles.

To get into the next spoke, step on the switch and open the door. Record your ghost standing on the button to keep it open long enough for you to skate through.



Run through the door and slide down. Start shooting quickly to defeat all the enemies floating around. The exit from this section of the stage is an "M" door.



BE CAREFUL SHOOTING OCTOBALLOONS ON SLIPPERY ICE. IT IS EASY TO SLIDE OFF AS YOU TRY TO FIND A VANTAGE POINT FROM WHICH TO SHOOT.

BRING AT LEAST TWO RECORDS SO YOU DON'T HAVE TO SCROUNGE FOR GREEN RECORD CRYSTALS IN EVERY SECTION OF THE COURSE. EACH OF THE DOORS IN THE CENTRAL HUB OPENS IN THE SAME MANNER.

After you defeat all five time monsters in this section, hop up the stairs, go through the "M" door, and step on the switch overlooking the central hub. Activate a Record and stand on the button until it completes. Then as your double holds open the door, dash across the snowy field to the door in the far corner. You can also use Pause while standing on the switch, or stand on the switch for ten seconds, run to the door, then use Rewind. Either method leads you to the third section of the course.



YOU CAN SEE THE DOOR OPEN ACROSS THE FIELD IN THE FAR CORNER. IF YOU NEED TO RESTOCK YOUR SWEEPER FROM THE TRASH IN THE FIELD, DO IT QUICKLY LEST YOU MISS YOUR CHANCE TO SLIP THROUGH THE DOOR.



At the bottom of your slide, you encounter the first of two groups of time monsters. An Ice Turtle, Typhoon, and Spiker await you on the mainland; an Octoballoon floats over the moving slab of ice. Defeat all of them to continue.



USE A PAUSE WHEN YOU REACH THE BOTTOM OF THE SLIDE, THEN FIND A DEFENSIBLE POSITION AND START ATTACKING YOUR ENEMIES. THIS AREA IS SMALL ENOUGH THAT THEY ALL ATTACK YOU AT ONCE.



IF YOU ARE CONCERNED ABOUT THE LACK OF AMMUNITION IN THIS CORNER, SAVE THE OCTOBALLOON FOR LAST SO IT CAN PROVIDE YOU WITH MORE TRASH.

Make your way up the snow-covered steps to the top. A Typhoon and two Spikers keep you busy skating around. Consider using a Pause or a Slow until you gain your bearings and refill your sweeper with trash.



NEED MORE TRASH? MOVE THIS 16T WEIGHT ASIDE, YOU FIND RUBBISH IN THE SECRET CHAMBER ON THE OTHER SIDE.



TAKE THE TYPHOON OUT FIRST, THEN CONCENTRATE ON THE TWO SPIKERS. SAVE THE BIG PIECES OF TRASH TO USE AGAINST THE POWERFUL PINK-AND-BLUE ONE.

Again, after you clear the area of time monsters, step on the switch and activate a Record. The middle door in the main courtyard opens. When the Record is finished, enter the final segment of the stage. Time is running out, so hurry!



Skate through the door in the middle of the central hub and down the slide to the bottom, where a Spiker and a Gatekeeper wait to greet you. These are the final two time monsters in this stage, and you must defeat them in a hurry to open the goal gate in time.

TWO MORE TIME MONSTERS AWAIT YOU ON THE OTHER SIDE OF THE LAST DOOR. BEFORE HITTING THE RECORD, PREPARE TO FIGHT AS SOON AS YOU SEE THEM.



IF YOU'RE OUT OF TRASH, DON'T WORRY. PLENTY LIES NEAR THE REMAINING MONSTERS.

Red Medal

◦ REQUIREMENTS: None



WHEN YOU REACH THE SECOND GROUP OF MONSTERS IN THE THIRD SPOKE, LOOK FOR THE RED MEDAL FLOATING OFF THE SIDE OF THE MOUNTAIN. GET IT WITH YOUR SWEEPER WHILE YOU STAND ON THE EDGE.

Blue Medal

◦ REQUIREMENTS: None



THIS MEDAL FLOATS OFF THE SIDE OF THE STEPS LEADING TO THE EXIT IN THE SECOND SPOKE. DEFEAT THE OCTOBALLOON GUARDING IT, THEN SWEEP UP THE MEDAL AS YOU STAND ON THE STEP'S EDGE.

Silver Medal

◦ REQUIREMENTS: Level 2 Sweeper or higher



FROM THE GOAL GATE, YOU SEE A SET OF STEPS LEADING TO A PLATFORM BELOW. FOLLOW THEM DOWN AND SWEEP AWAY A PILE OF GARBAGE AGAINST THE WALL. BEHIND THE GARBAGE YOU FIND THE SILVER MEDAL.

Gold Medal

◦ REQUIREMENTS: Level 3 Sweeper



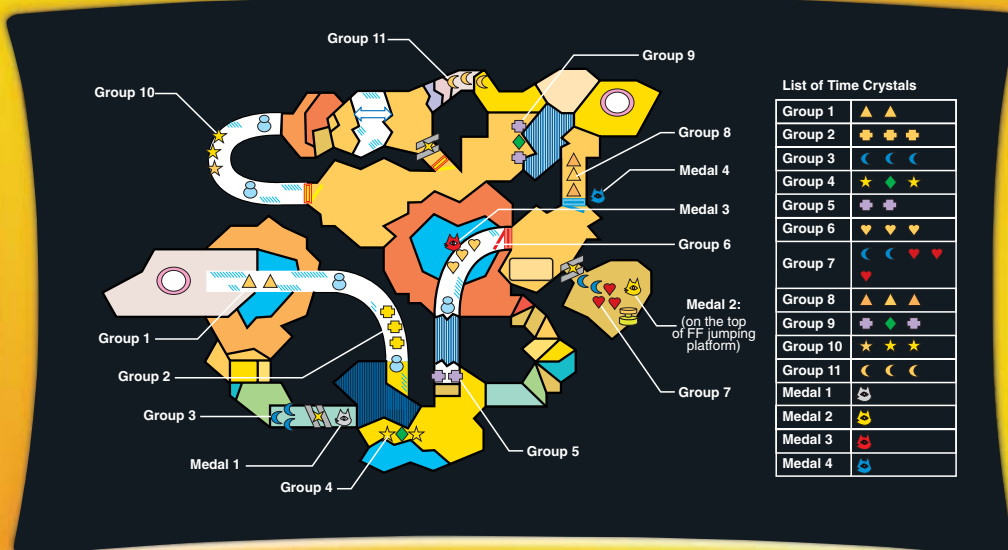
BY THE SWITCH TO THE DOOR LEADING TO THE GOAL GATE, A 16T WEIGHT BLOCKS THE ENTRANCE TO A ROOM. REMOVE IT WITH YOUR SWEEPER AND YOU SEE THE GOLD MEDAL FLOATING INSIDE.

Stage 7-2

Difficulty: ★★★★★

Time monsters: 16

Secrets: 🐱 🐱 🐱 🐱



List of Time Crystals

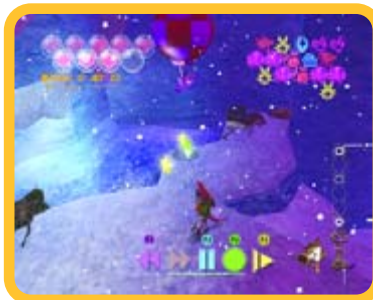
Group 1	▲ ▲
Group 2	★ ★ ★
Group 3	☾ ☾ ☾
Group 4	★ ★ ★
Group 5	☾ ☾ ☾
Group 6	♥ ♥ ♥ ♥
Group 7	☾ ☾ ☾ ♥
Group 8	▲ ▲ ▲
Group 9	☾ ☾ ☾
Group 10	★ ★ ★
Group 11	☾ ☾ ☾
Medal 1	🐱
Medal 2	🐱
Medal 3	🐱
Medal 4	🐱

Stage 7-2 takes up where 7-1 left off, challenging you with another icy locale full of slides, shortcuts, and dangerous time monsters. Crumbling plates of snow and slides characterize this stage. Stock up on Pause and Rewind time controls. This stage is a long and difficult one that more than earns its 5-star rating.

Pick up as much junk as you can carry. Grab the larger pieces last so you can use them first. Before heading down the slide, activate a Rewind so that when you reach the bottom you still have something to stand on.



IF YOU DECIDE TO JUMP OFF THE MOUNTAIN AT THIS POINT, AN ALTERNATE PATH TAKES YOU TO A CLIFF OVERLOOKING THE END OF THE SLIDE.



IF YOU DON'T USE THE REWIND WHEN YOU START DOWN THE SLIDE, THE SECTION OF CRUMBLING ICE SHOWN IN THIS SCREENSHOT IS ALREADY GONE. THAT'S A LONG WAY TO JUMP!

The first grouping of enemies (Typhoon, Spiker, and Octoballoon) sets the standard for the stage. Take out the Typhoon first, the Spiker second, and the Octoballoon third. Stock up on time crystals and trash.



WHEN THE PLATE OF ICE CRUMBLES AWAY, IT LEAVES A SMALL AREA. KEEP AN EYE OUT FOR THE SPIKER WHILE YOU DISPOSE OF THE OTHER ENEMIES.

At the top of the next slide, activate another Rewind. This time, the crumbling spot is at the top of the slide. You are at your most vulnerable here because you can't jump up to fly over the gap or back to the start.

You won't have the speed to propel over the gap, either. Instead, you just fall and have to use one of your Retry hearts.



A PAUSE WORKS EQUALLY WELL ON THIS SLIDE.

The next group of monsters lies at the end of the second slide. The door to the chamber shuts behind you and the exit is an "M" door. This time the group consists of two Octoballoons, a Spiker, and a Dust Herder. The Spiker is in the part of the room blocked by the spiky door.



USE A SLOW OR A PAUSE TO COPE WITH THE THREE TRASH-SHOOTING MONSTERS IN THE FRONT ROOM.



PAUSE WHEN THE SPIKES ARE FULLY RETRACTED SO YOU CAN ENTER THE ROOM AND DEFEAT THE FOURTH MONSTER NEEDED TO OPEN THE "M" DOOR.

When you defeat the last of the four time monsters in this section, the "M" door opens, continue to the next area and the third grouping of time monsters.

Use a Rewind to reconstruct the floor that crumbled away between the two mountain ledges—it's the only way to the other side.



TRY TO TAKE OUT THE OCTOBALLOON BEFORE RECONSTRUCTING THE MISSING FLOOR SLAB SO YOU CAN CONCENTRATE ON THE WATER SPIRIT WHEN YOU REACH THE OTHER SIDE.



A RECORD LETS YOU HAVE TWO BLINKES SHOOTING AT THE WATER SPIRIT AT ONCE AND WITH THE SAME SWEEPER-FULL OF TRASH.

The third group of monsters is the largest. Including the Octoballoon, you must defeat six foes before taking the next slide. Start with the Octoballoon, then defeat the Water Spirit.

Around the corner you find two Gatekeepers blocking the two exits, a Typhoon, and a Spiker. Trash is limited, so aim carefully. Use the Record trick to defeat the Water Spirit, which conserves the trash you entered with.

Then defeat, in order, the Typhoon, the Spiker, then the two Gatekeepers.



WITH A WELL-PLACED BARREL, YOU CAN DASH DOWN TO THIS FOR TRASH REFILLS, BOMBS, AND A RED MEDAL.



IF YOU HAVE A PAUSE LEFT OVER, USE THIS DOOR TO GET TO THE FINAL SECTION MORE QUICKLY.



Regardless of which exit you choose, you have three monsters ahead of you before the goal gate opens. The first two are the Dust Herder and Octoballoon that guard the stairs leading to the goal gate. The third is an Ice Turtle that lurks on the steps.



SHOOT AT THE DUST HERDER AND OCTOBALLOON FROM THE SAFETY OF THE MOVING PLATFORM.

IF YOU DON'T HAVE A PAUSE—OR DON'T WANT TO USE ONE—USE THE SLIDE BEHIND GATEKEEPER #2 TO REACH THE FINAL SECTION AND THE THREE REMAINING MONSTERS.



BE CAREFUL WHEN YOU RUN UP THE STEPS. YOU DON'T WANT TO RUN INTO THE ICE TURTLE!

Defeat those three, and the goal gate opens. You have only one more Everwinter stage to complete!



Red Medal

◦REQUIREMENTS: None



YOU CAN REACH THIS RED MEDAL TWO WAYS. THE FIRST IS FROM THE STAIRS IN THE CORNER OF THE ROOM WITH THE SECOND GROUP OF TIME MONSTERS. TO GET BACK WHERE YOU STARTED, HOWEVER, YOU MUST TAKE A SET OF STAIRS THAT PUTS YOU BACK AT THE TOP OF THE SECOND SLIDE.

OR YOU CAN WAIT UNTIL YOU GET TO THE AREA WITH THE THIRD GROUP OF MONSTERS. THE LEDGE THERE OVERLOOKS THIS NICHE. WITH A WELL-PLACED BARREL YOU CAN GET OUT AND ONTO THE LEDGE AGAIN.

Blue Medal

◦REQUIREMENTS: None



THE BLUE MEDAL FLOATS IN THE AIR BY A LEDGE ACROSS THE GAP FROM THE THIRD GROUP OF TIME MONSTERS. SWEEP UP THE TRASH IN THE WAY, THEN STAND ON THE EDGE AND SWEEP UP THE MEDAL.

Silver Medal

◦REQUIREMENTS: Pause



TO GET TO THIS MEDAL, TAKE AN ALTERNATIVE PATH FROM THE STARTING POINT TO THE FIRST GROUP OF TIME MONSTERS. JUMP OFF THE CLIFF TO THE LEFT OF THE FIRST SLIDE ENTRANCE, THEN FOLLOW THE PATH AROUND A FROZEN LAKE AND UP A SET OF STAIRS TO ONE OF THOSE SPIKY DOORS.

PAUSE THE DOOR WITH THE SPIKES FULLY RETRACTED AND PASS THROUGH TO THE SILVER MEDAL ON THE OTHER SIDE. YOU CAN JUMP FROM THE LEDGE TO THE FIRST TIME MONSTER SPOT BELOW.

Gold Medal

◦REQUIREMENTS: Pause and Fast-Forward



THE GOLD MEDAL FLOATS ABOVE A FAST-FORWARD MACHINE IN THE SPIKER'S ROOM IN THE AREA WITH THE SECOND GROUP OF TIME MONSTERS. USE PAUSE TO GET THROUGH THE SPIKY DOOR SEPARATING THE SPIKER FROM THE REST OF THE CREW.

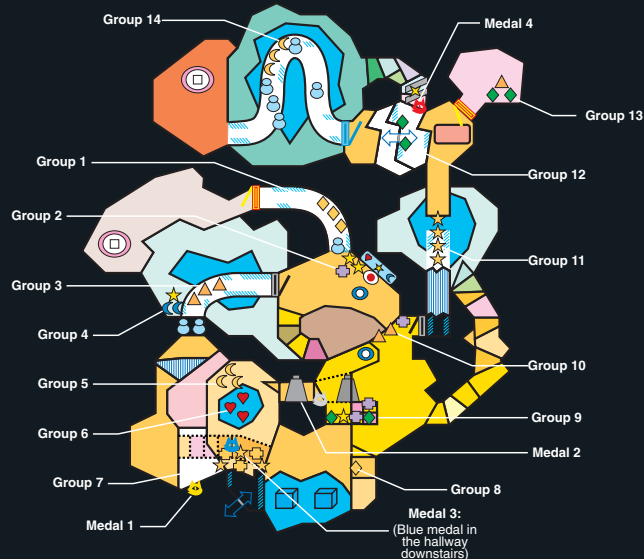
DEFEAT THE SPIKER, THEN ACTIVATE THE FAST-FORWARD AND JUMP ONTO THE MACHINE. IT FLINGS YOU INTO THE AIR, WHERE YOU CAN GRAB THE MEDAL.



Stage 7-3

Difficulty: ★★★★★
Secrets: 🐱 🐱 🐱 🐱

Time monsters: 17



List of Time Crystals

Group 1	◆ ◆ ◆
Group 2	★ ★ ★
Group 3	▲ ▲ ▲
Group 4	☾ ☾ ☾
Group 5	☾ ☾ ☾
Group 6	♥ ♥ ♥
Group 7	★ ★ ★
Group 8	◆ ◆ ◆
Group 9	◆ ◆ ◆
Group 10	◆ ◆ ◆
Group 11	★ ★ ★
Group 12	◆ ◆ ◆
Group 13	◆ ◆ ◆
Group 14	☾ ☾ ☾
Medal 1	🐱
Medal 2	🐱
Medal 3	🐱
Medal 4	🐱

The final game stage in Everwinter is similar in size and scope to Stage 7-2. Slides abound, and sections of snowy ground give way beneath your feet. Small rooms are stuffed with monsters, and you've lots of ground to cover in 10 minutes. What are you waiting for?

A Gatekeeper blocks the first slide. Collect your garbage (save the two largest pieces for the monsters at the bottom of the slide), and shoot the Gatekeeper when he flies out of the gate.



A SHORTCUT PAST THE FIRST SLIDE LIES BENEATH THIS CLIFF. JUMP FROM THIS POINT AND FOLLOW THE LAKESHORE TO STAIRS LEADING YOU TO THE BOTTOM OF THE SLIDE.

Slide down the slide. When you hit bottom, jump up to shoot the Typhoon and the Spiker with trash. When you defeat both monsters, fill up your sweeper and step on the jump switch to open the door.



SAVE THE LARGER PIECES OF TRASH FROM AROUND THE START GATE TO SHOOT AT THE TYPHOON AND SPIKER AT THE BOTTOM OF THE SLIDE.

Activate a Rewind before you head down the slide so you still have ground to land on at the bottom. Then hop up the steps to the alpine pool. Grab the gold and shoot the Ice Turtle from a good distance to avoid the bomb blast.



FROM THE LAKE, GO IN ONE OF TWO DIRECTIONS. THE MORE DIFFICULT IS ACROSS THE FLOATING ICEBERG AND THE BLOCKS.

Head to the passage blocked by a 16T Weight and sweep it away with the Level 3 Sweeper that you should now have in your possession. Grab the Silver Medal and sweep away the second 16T Weight.



LEAVE SOME ROOM IN YOUR SWEEPER FOR THE TWO 16T WEIGHTS IN THIS PASSAGE. THEY'RE USEFUL IN THE NEXT AREA, WHERE A GANG OF TIME MONSTERS AWAITS YOU.

Remove the final 16T Weight blocking the passage, then prepare to wage war against six time monsters. First is the Octoballoon at the door. Next, take out the Water Spirit and Typhoon, and finally the Spiker.



LURE THE WATER SPIRIT TO THE DOORWAY, THEN USE A RECORD SO THAT TWO OF YOU CAN ATTACK AT ONCE. THIS SAVES TRASH AND PROTECTS YOU FROM THE WATER SPIRIT'S BULK.

After you clear out the monsters at the entrance, turn right and head down the path to the stairs leading down to a line of floating blocks. Defeat the Octoballoon and Typhoon at the bottom of the stairs, then retrace your steps.



TRY TO SHOOT BOTH THE OCTOBALLOON AND THE TYPHOON FROM THE TOP OF THE STAIRS. THE BOTTOM IS CRAMPED AND SLIPPERY.

To open the exit, look for a jump switch atop a ledge over the entrance passage. When you step on it, the door remains open long enough for you to run through.

At the top of the third slide, activate a Rewind (the first part crumbles as you start to slide on it) and slide down. Jump over a gap between the end of the slide and the next area.



JUMPING OVER THIS GAP MAKES YOU FEEL LIKE AN OLYMPIC SKI JUMPER!

The final group of time monsters is large. In this room, you must defeat three Octoballoons, a Typhoon, Dust Herder, a Gatekeeper, and a Spiker. The Spiker is hidden behind the Gatekeeper in a small, trash-filled alcove. Keep him there until you've defeated everyone else. When all seven monsters are gone, the "M" door opens.



IF YOU DON'T HAVE ENOUGH AMMO, LET THE OCTOBALLOONS AND THE DUST HERDER PROVIDE SOME.



CONCENTRATE ON TAKING OUT THE THREE MONSTERS BY THE "M" DOOR FIRST. THEN FILL YOUR SWEEPER WITH TRASH SPIT OUT BY THE OCTOBALLOONS NEAR THE GATEKEEPER. YOU CAN DISPATCH THE REMAINING MONSTERS WITH EASE.



WHEN YOU RELEASE THE SPIKER FROM CONFINEMENT, HE'S EAGER TO ATTACK!

When the "M" door opens, rush to the goal gate. Slide down the S-shaped slide and into the goal gate!



Red Medal

◦REQUIREMENTS: None



THE RED MEDAL IS NEAR THE GOAL GATE, IN THE AREA BENEATH THE S-SHAPED SLIDE. HOP OFF THE GOAL GATE PLATFORM AND FOLLOW THE EDGE OF THE CLIFF TO A SET OF STAIRS LEADING UP TO A SPIKY DOOR. THE RED MEDAL SITS IN FRONT OF THE DOOR WHERE YOU CAN GRAB IT EASILY.

RETRACE YOUR STEPS BACK TO THE GOAL GATE PLATFORM USING A TALL PIECE OF TRASH AS A STEPPING STOOL.

Blue Medal

◦REQUIREMENTS: None



THE BLUE MEDAL IS HIDDEN IN A PASSAGE BENEATH THE FLOATING BLOCKS THAT LEAD TO THE SECOND LARGE GROUP OF TIME MONSTERS. HOP DOWN TO THE LAKESHORE BY THE TUNNEL FROM THE ICE TURTLE'S RESTING PLACE AND GRAB THE MEDAL. FOLLOW THE CORRIDOR BACK UP TO THE PLATFORM.

Silver Medal

◦REQUIREMENTS: Level 3 Sweeper



THE SILVER MEDAL IS SANDWICHED BETWEEN TWO 16T WEIGHTS BY THE ICE TURTLE'S LAKE. USE THE LEVEL 3 SWEEPER TO CLEAR AWAY THE BARRIERS AND CLAIM YOUR MEDAL.

Gold Medal

◦REQUIREMENTS: None

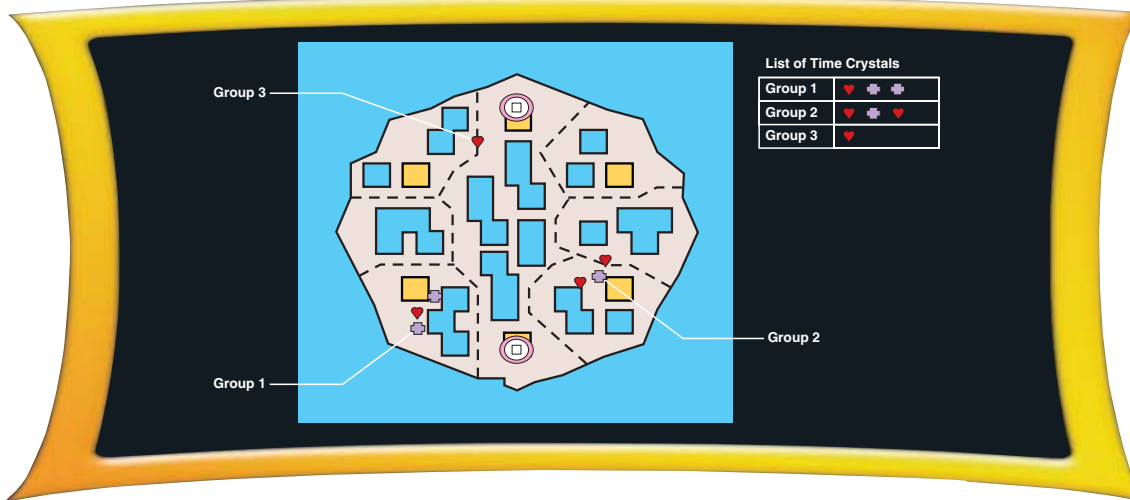


THE GOLD MEDAL FLOATS OFF THE SIDE OF AN ICEBERG TO THE SIDE OF THE ICE TURTLE. RIDE THE ICEBERG TO THE END OF ITS TRACK AND SWEEP UP THE MEDAL WHILE STANDING ON THE VERY EDGE OF THE PLATFORM. USE A SLOW SO THAT YOU CAN SPEND MORE TIME SWEEPING.



▲ Stage 7 Boss: Hydrosaur

Difficulty: ★★★★★ HP: 8



The Hydrosaur is the arctic version of the Molesaur. It looks like a giant gar fish with a bad attitude. It swims beneath the ice platform, occasionally surfacing to spit barrels and time controls. It also launches itself in the air to perform a huge belly-flop in an attempt to send you flying into the icy water.

When it's not trying to hit you with something, the Hydrosaur attempts to surface beneath you and swallow you whole. The combination of these attacks, and a few other factors, makes this battle tough to win.



THE HYDROSAUR RELIES ON YOUR UNEASE ON THE ICE. YOU MUST CONTROL BLINX ACCURATELY IF YOU WANT TO ESCAPE THE ATTACKS.

Enter this battle with full health, tons of Pause time controls and, if you can afford them, five or more Spike Bullets. In this Boss battle and the ones that follow, Spike Bullets purchased at the Shop help you win the battle in far less time than it would take with trash ammunition.

Unfortunately, they are expensive and easily wasted unless you are a crack shot.

Here's the attack pattern to master:



ONCE YOU ARE ARMED, HOP ON ONE OF THE MANY PIPES STICKING OUT OF THE ICE PLATFORM AND STEADY BLINX WITH A DOUBLEJUMP.



THE HYDROSAUR IS DRAWN TO THESE PIPES, ESPECIALLY WHEN TOPPED BY BLINX, AND EVENTUALLY RISES UP BENEATH IT AND TRIES TO SWALLOW THE PIPE AND YOU.



WHEN THE MONSTER STARTS TO BITE, JUMP OFF THE PLATFORM AND ACTIVATE A PAUSE. BE CAREFUL TO JUMP AWAY FROM THE MONSTER.



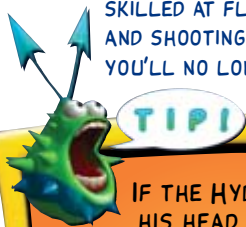
WHEN YOU LAND, PULL OUT YOUR SWEEPER AND SHOOT A PIECE OF TRASH OR A SPIKE BULLET AT THE HYDROSAUR'S SNOUT. ONCE YOU'RE SKILLED AT FLIPPING OFF THE PIPE AND SHOOTING THE HYDROSAUR, YOU'LL NO LONGER NEED THE PAUSE.

After you strike the Hydrosaur enough to inflict 2 HP of damage, he follows your attack with one of his own. Unfortunately, that attack is against the platform piece you're standing on. The force rips it away from the larger island and sinks it in the icy depths.

If you lure the Hydrosaur into disposing of platform pieces with exposed holes, this attack becomes advantageous. If you're standing on one of the larger pieces of the platform or one of the remaining solid pieces when he breaks that piece off, you are in grave trouble.



THE MIDDLE SECTION OF THE ICE PLATFORM IS THE ONE YOU MOST WANT TO GUARD FROM THE HYDROSAUR. NO MATTER HOW MANY HOLES THE HYDROSAUR OPENS IN ITS SURFACE, DO NOT LET HIM SINK IT.



IF THE HYDROSAUR STICKS HIS HEAD UP AND YOU MISS HIM, USE A REWIND TO MAKE HIM POP BACK UP AGAIN. YOU CAN ALSO SKATE AND DODGE HIS TRASH ATTACKS, AND SWEEP UP FOUR BARRELS AS AMMO EACH TIME. ON THE THIRD TIME HE POPS UP, THE HYDROSAUR WILL EITHER SHOOT BACK A PLATFORM OR DUMP A GROUP OF TIME CRYSTALS FOR YOU.

As the battle wears on, the Hydrosaur becomes more combative and the battlefield more ragged and perilous. If you can keep your footing and stay out of the beast's way long enough to inflict 8 HP of damage, you win!

Stage 8: Forge of Hours

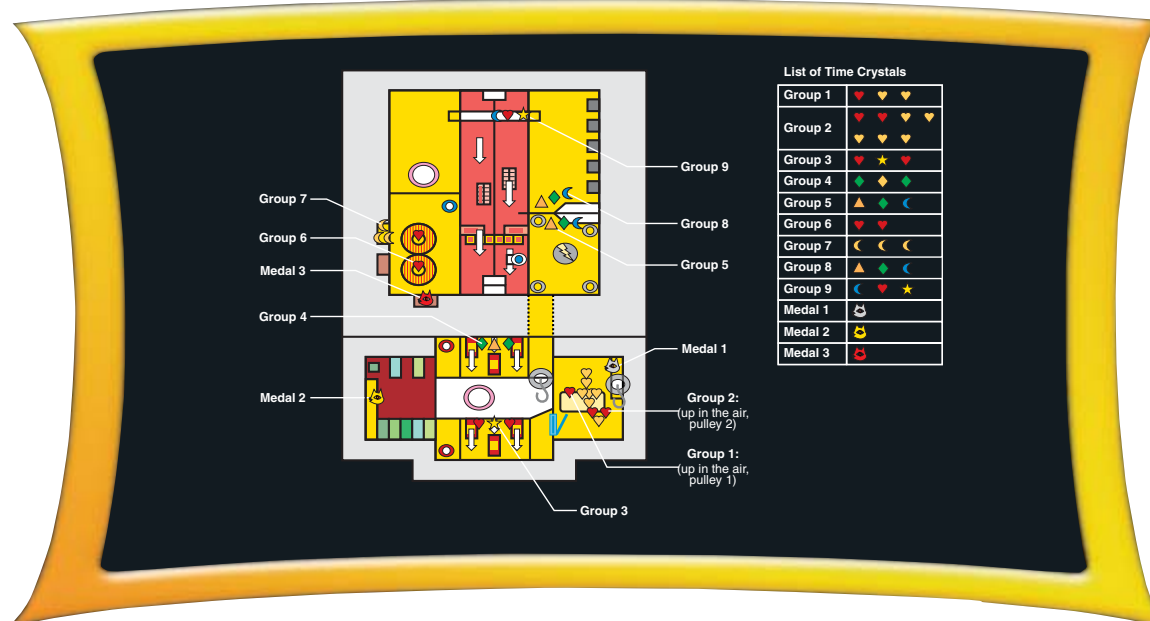
The final stage takes place in a group of factories filled with molten metal, oversized gears, and fierce monsters. Enter each stage with at least one Record and Rewind and lots of Pause time controls.

Stage 8-1

Difficulty: ★★★★★

Time monsters: 11

Secrets: 🐱 🐱 🐱



After the slippery Everwinter stage, the solid ground of Forge of Hours feels good beneath your feet. Grab the trash around the start gate, then use your sweeper to grip the pulley in front of you and ride it down to a small platform.



THE PULLEY SYSTEM WORKS LIKE THE BALLOON TRANSPORT. USE YOUR SWEEPER TO GRAB HOLD OF THE PULLEY, AND IT AUTOMATICALLY CARRIES YOU TO THE END OF ITS TRACK.

Sweep up the two barrels on the platform and grab the Silver Cat Medal, then grab hold of the next pulley and ride it down to the ground floor. Don't let go when it reaches the first wall. It turns on its track and heads back across the room in a few seconds.



THE SILVER MEDAL LIES RIGHT OUT IN THE OPEN. YOU CAN'T MISS IT.



THE PULLEY PAUSES MOMENTARILY BEFORE TURNING AND HEADING DOWN TO THE GROUND FLOOR.

Once you reach the floor, shoot down the Octoballoons and the Dust Herder guarding the area. Then head out the door and into the next room. A conveyor belt full of red-hot slabs of metal spans much of the room.



USE A PAUSE OR SLOW IF YOU NEED HELP CROSSING THE CONVEYOR BELT CARRYING MOLTEN INGOTS THROUGH THE FORGE.

On the opposite side of the room, a switch controls the pit of molten metal ahead of you. Stand on the switch, and the pit drains, revealing a series of platforms and steps that you can use to cross the room. When you hop off the switch, the molten metal starts to fill the pit again.

Use a Record or a Pause for enough time to cross the room before the level of molten material rises and burns Blinx to a crisp.



YOU HAVE TO RUSH TO CROSS THIS ROOM. THE GOLD MEDAL IS EASY TO GRAB AS YOU CROSS.

On the other side of the molten metal room is the other side of the ingot conveyor belt. To reach the second half of the factory, cross the quickly moving belt a second time. First, shoot down the Octoballoon guarding the exit on the other side.



THE BUTTON ON THIS SIDE OF THE MOLTEN METAL ROOM IS THE TWIN OF THE ONE ON THE OTHER SIDE. IT CONTROLS THE LEVEL OF LAVA IN THE PIT IN CASE YOU NEED TO RETURN TO THE FIRST PART OF THE STAGE.

Fill your sweeper again and head down the hallway and into the second part of the factory. The hallway exits onto a platform guarded by monsters (a Golem, Spiker, and Typhoon) and a machine that spits streams of electricity to all four corners of the platform.

You can use up a bunch of Pauses trying to defeat both the electricity and the time monsters, or you can take care of business while standing between the streams of electricity.

This obstacle is used in all three stages of the Forge of Hours. Learn how to foil it now.



THE MACHINE IN THE MIDDLE OF THE ROOM SENDS ELECTRICITY TO THE CORNER RECEPTACLES. FIGURE OUT WHERE THE RECEPTACLES ARE TO LEARN WHERE IT'S SAFE TO WALK BEFORE YOU GET TOO CLOSE.



QUICKLY TAKE OUT THE TYPHOON IN THE CORNER. WHETHER YOU WORK ON THE GOLEM OR THE SPIKER NEXT IS UP TO YOU.



LURE THE GOLEM TO THE HALLWAY ENTRANCE WHILE YOU PELT IT WITH TRASH FROM RELATIVE SAFETY INSIDE.



After you've defeated the time monsters, lob a piece of trash at the switch over the stream of molten metal. A line of small gears arises, creating a bridge over the molten lava.



WATCH OUT FOR THE FIREBALLS LEAPING OVER THE FIRST AND LAST GEARS ON THIS BRIDGE.

BATTLE THE SPIKER ON OR BEHIND THE PIPE OPPOSITE THE HALLWAY ENTRANCE. THE SPIKER CANNOT JUMP ON OR OVER IT, BUT YOU CAN STILL AUTO-AIM AT THE MONSTER.

To stop the gears temporarily, step on the jump switch. Clear out the alcoves above the two gears in this room, then cross over the larger gears in the river to the final section of the room.



IF YOU WON'T HAVE ENOUGH TIME TO CROSS THE RIVER OF MOLTEN METAL WITH A SINGLE PRESS OF THE JUMP SWITCH, USE A RECORD OR PAUSE TO GIVE YOURSELF MORE TIME.

The bombs rolling across this platform are a favorite obstacle in the Forge of Hours. The trick to clearing this room is figuring out where it is safe to stand while you defeat the monsters.

On this platform, use a Pause while you run across the room and hop onto the pipe. Then you can shoot at both Octoballoons accurately while remaining out of the blast radius of the exploding bombs.



STANDING ON THE PIPE ACROSS FROM THE SECOND GEAR BRIDGE KEEPS YOU SAFE FROM THE BOMBS, BUT YOU CAN'T AIM AT AND DEFEAT THE OCTOBALLOON GUARDS ON THE OTHER SIDE OF THE ROOM.



HERE YOU CAN EASILY SHOOT AT THE ENEMY MONSTERS WHILE REMAINING SAFE FROM THE BOMB'S BLAST RADIUS.

Carefully cross the walkway to the goal gate platform. Use a Pause to take out the Typhoon and refill your sweeper for the assault on the last monster, the Combustasaur.



USE A PAUSE TO CROSS OVER TO THE GOAL GATE SIDE OF THE ROOM. IT'S EASIER TO GET BY THE LEAPING FIRE-BALLS AND GET AT LEAST ONE SHOT OFF AT THE TYPHOON.



USE A RECORD TO HELP YOU TAKE OUT THE COMBUSTASUR QUICKLY. YOUR GHOSTS ATTACK HIM FROM THE FRONT WHILE YOU SKIRT AROUND THE JUNK AND GOAL GATE TO PUMP HIM FULL OF TRASH FROM BEHIND.

Once you've dispatched the Combustasaur, rejoice and hop into the now-open goal gate.

Red Medal

◦ REQUIREMENTS: None



THE RED MEDAL IS HIDDEN WHILE THE GOLD AND SILVER ONES ARE DISPLAYED IN PLAIN SIGHT. LOOK BEHIND THE BARRELS IN AN ALCOVE THAT SURROUNDS THE LARGE GEARS BY THE LAST JUMP SWITCH.

DON'T WASTE A RECORD OR PAUSE IN GETTING THIS MEDAL. YOU HAVE ENOUGH TIME TO MAKE IT TO THE ALCOVE WITH A SIMPLE PUSH OF THE JUMP SWITCH.

Silver Medal

◦ REQUIREMENTS: None



THIS MEDAL LIES IN THE OPEN ON A SMALL PLATFORM ACROSS FROM THE START GATE. TO GET IT, RIDE THE PULLEY OVER TO THE PLATFORM.

Gold Medal

◦REQUIREMENTS: Record or Pause



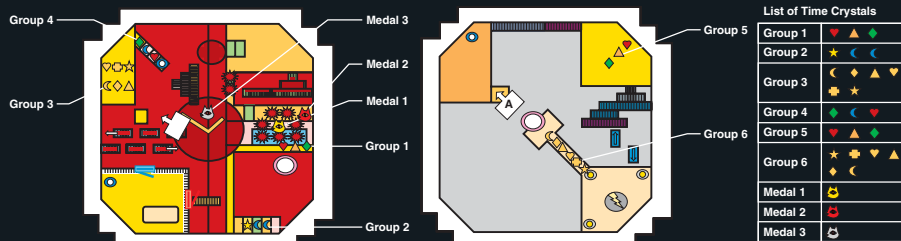
AS YOU HEAD THROUGH THE MOLTEN METAL PIT, PICK THIS MEDAL UP ON THE WAY. IT IS ON THE LOWEST PLATFORM IN THE MIDDLE OF THE ROOM.



Stage 8-2

◦Difficulty: ★★★★★
◦Secrets: 🐱 🐱 🐱

◦Time monsters: 13



The second stage in the Forge of Hours ups the ante a little bit. Use the large toothed gears to climb from one level to another. The time controls are crucial in this endeavor, so set the stage with a good selection of Pause, Slow, Rewind and Record time controls.

You start in one of the only truly tame rooms in this stage. Grab a couple of pieces of trash and defeat the Typhoon and the Spiker guarding the room.



THESE MONSTERS ARE EQUALLY ANNOYING. TO MAKE THE BATTLE QUICKER, USE THE LARGER PIECES OF TRASH AGAINST THEM.

Use a Pause to cross the river of molten metal via the large gear. Then head into the fenced-in room. Five time monsters inhabit this room, so keep your eyes open and your finger on the Sweep/Shoot button.



WORK METHODICALLY THROUGH THE ROOM, DEFEATING EACH ENEMY AS YOU COME IN RANGE. AMMUNITION IS SCARCE, SO LET THE TRASH-THROWING INCLINATIONS OF THE ENEMY PROVIDE YOU WITH WHAT YOU NEED BEFORE YOU DISPATCH THEM.

Defeating all the enemies opens the "M" door. Before you go, step on the jump switch. Two lines of moving platforms rise from the lava river.



USE A PAUSE TO FREEZE THE PLATFORMS IN PLACE. USE THE REMAINING TIME TO FILL YOUR SWEEPER WITH TRASH BEFORE THE BENITO BROTHER APPEARS.

Hop across the platforms to a gold-covered ledge in the corner. Watch out for a surprise visit by one of the Benito Brothers. Pelting him with trash makes him drop time crystals.

Climb the mesh stairs and jump on the jump switch to temporarily stop the gear movement. You have just enough time to climb the gears and jump over to the next level before they start to spin again.



IF YOU ARE FAST ENOUGH, YOU CAN SWEEP UP THE GOLEM'S LIMBS BEFORE HE REASSEMBLES AND STARTS TO ATTACK. IF NOT, CONTENT YOURSELF WITH WHATEVER PIECES ARE IN IMMEDIATE REACH AND START ATTACKING HIM.

Use a Pause to freeze motion on the next set of gears and hop over to a large round mixing pot. Activate a Slow when the paddle-shaped arm comes near. Ride it to the stairs on the other side, jumping over the other arm.



YOU PROBABLY NEED TWO SLOWS TO GET TO THE OTHER SIDE OF THE POT SAFELY.

Skip down the steps and quickly defeat the Typhoon and Octoballoon on the platform. Then step on the jump switch to stop the gears along the wall. Use a Record or Pause to give yourself more time to climb over the gears to the next level.



YOU MAY HAVE TO USE A **REWIND** TO HELP YOU CROSS THE SECOND GEAR.

Take out the Combustasaur on the other side of the pipe, dodging his fireball attack. Then use a **Pause** to freeze the gears and conveyor belts long enough to cross to a junk-strewn platform.



USE THE PIPE AS A BARRIER TO KEEP FROM BEING HIT BY **COMBUSTASUR** FIREBALLS.



THE **PAUSE** LASTS LONG ENOUGH FOR YOU TO CROSS THIS ENTIRE GAUNTLET OF GEARS AND BELTS.

Refill your sweeper and take out the second Combustasaur. Don't accidentally step into the electricity streams from the machine in the middle of the floor. A complicating factor is the Golem, who stalks you as you try to take out your fiery foe.



IF YOU HAVE ONE TO SPARE, DON'T FORGET THAT USING A **RECORD** GIVES YOU TWO **BLINXES** TO DEFEAT THESE LARGE MONSTERS.

Once you've defeated the Golem and the Combustasaur, the goal gate opens. Carefully negotiate the electrical obstacle and race across the metal catwalk to the gate.



THE STREAMS OF ELECTRICITY ARE VERY CLOSE TO ONE ANOTHER, LEAVING YOU LITTLE ROOM TO WALK IN BETWEEN.

Red Medal

◦ **REQUIREMENTS:** **Pause**



THE **RED MEDAL GLOW** APPEARS OVER A SET OF GEARS LEADING YOU TO THE GIANT MIXING VAT. USE **PAUSE** TO FREEZE THE GEARS, AND THEN SWEEP THE MEDAL UP.



Silver Medal

◦REQUIREMENTS: Slow



GET THIS MEDAL WHEN YOU HAVE THREE OR FOUR SLOWS TO SPARE. THAT'S HOW MANY YOU NEED TO MAKE IT SAFELY AROUND THE WHOLE VAT AND BACK TO THE STAIRS.

Gold Medal

◦REQUIREMENTS: Flame Sweeper



THE GOLD MEDAL IS SURROUNDED BY FLAMES BEHIND A GENERATOR AT THE START OF THE STAGE. YOU NEED THE FLAME SWEEPER TO SWEEP UP THE FIRE SO YOU CAN REACH THE MEDAL.

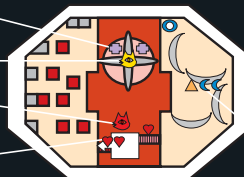
PUT OFF GETTING THIS MEDAL UNTIL THE END, WHEN YOU HAVE ENOUGH MONEY TO PURCHASE THE FLAME SWEEPER FOR A ONE-TIME JOB.

Stage 8-3

◦Difficulty: ★★★★★
◦Secrets: 🐱🐱🐱

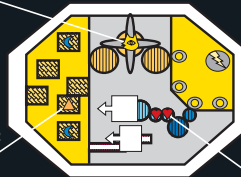
◦Time monsters: 11

Group 1
Medal 1
Medal 2
Group 3:
(on the top
of wheels)



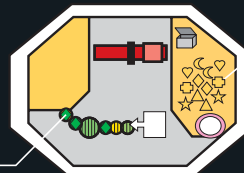
Medal 3

Group 2
Group 4



Group 5

Group 6



Group 7

List of Time Crystals

Group 1	🔴 🔴
Group 2	🔴 🔴 🔴
Group 3	🔴 🔴 🔴
Group 4	🔴 🔴 🔴
Group 5	🔴 🔴 🔴
Group 6	🔴 🔴 🔴
Group 7	🔴 🔴 🔴
Medal 1	🐱
Medal 2	🐱
Medal 3	🐱

Stage 8-3 is just plain hard, especially the first floor. Enter with the following: full Retry Holders, six Pauses, two Slows, and two Records. Consider getting six to ten of the Spike Bullets at the Shop. They do double the damage of regular trash. They aren't a necessity, but they are helpful.

The first floor of Stage 8-3 is a death trap until you figure out how to survive. At the start, you're on a bomb-strewn floor. Activate Pause immediately, then run straight along the edge of the platform to the opposite side and jump onto one of two barrels there.

This puts you in position to take out the closest of the two Octoballoons flying around the area.



THE OCTOBALLOONS ARE FLYING TOO HIGH FOR YOU TO SHOOT ACCURATELY. YOU MUST FIND A SAFE PLACE TO WAIT FOR THEM TO COME TO YOU. FOR THE OCTOBALLOON CLOSEST TO THE RIVER OF LAVA, THAT PLACE IS ATOP ONE OF THESE BARRELS.



TO GET THE OTHER OCTOBALLOON, CAREFULLY CROSS ALONG THE BACK WALL TO THE CORNER. BETWEEN THE PILLAR AND THE PIPE IS A SMALL AREA OF SAFETY WHERE YOU CAN WAIT UNTIL THE OCTOBALLOON SWOOPS DOWN TO ATTACK.

Once you've defeated the Octoballoons, activate another Pause and cross the spinning gear to the other side of the room. This side is equally fraught with danger from swinging axes and three Spikers. The Dust Herder doesn't help matters.



THE JUMP SWITCH HERE LETS YOU STOP THE SWINGING AXES FOR A SHORT TIME. YOU CAN USE A RECORD OR PAUSE TO LENGTHEN THE TIME, BUT THIS USE OF PRECIOUS TIME CRYSTALS ISN'T WORTH IT.

Plan to spend a lot of time dodging Spiker attacks. Limit your movements until you clear out the first Spiker and the Dust Herder. Then move to the other end of the room to take out the remaining two Spikers.



YOU MASTER DODGING SPIKER ATTACKS IN THIS STAGE.

When this side of the room is clear, do a little gear climbing. Depending on the gear positions when you Pause the game, you may need to use a Rewind to get over the second gear. If time runs out and you are still on the gears, hold down the Time Control button during the countdown so that you can immediately activate another one.



WHEN YOU USE REWIND ON THE TOP GEAR, IT JAMS TEMPORARILY. WHEN THE GEAR STARTS MOVING AGAIN, IT GENTLY SPINS YOU OVER TO THE NEXT LEVEL.

The floor of the next level is dotted with trapdoors. stand on one and the tiles beneath you collapse, sending you falling to the first floor. Be careful where you stand and walk as you take on the Typhoon and Combustasaur defending this floor.



A NEAT TRICK, IN ADDITION TO PAUSE, IS REWIND. IT ALLOWS YOU TO WALK ALONG THE FLOOR SAFELY WHILE COLLECTING THE TRASH YOU NEED TO DEFEAT THE TYPHOON AND THE COMBUSTASUR.



TO GET TO THE NEXT SECTION OF THIS FLOOR, USE SLOW OR PAUSE TO PASS OVER THE SPINNING GEARS.

Another electrical obstacle and a Golem await you on the other side of the room. Use the vertical pipe for cover from both the electricity and the monster while you lob giant barrels at the Golem.



WHEN YOU HIDE IN THE CORNER, THE GOLEM HAS NO IDEA THAT YOU ARE EVEN ON THE PLATFORM.

Use a couple of Pauses or Slows to cross the next bunch of spinning gears. At the end, you encounter another Golem, the last time monster of the stage.



DON'T FORGET TO SHOOT THE OCTOBALLOON GUARDING THE BRIDGE OF SPINNING PLATFORMS. ONE HIT DEFEATS HIM.

Once you've defeated the Golem, only a seesaw puzzle stands between you and the goal gate. Use a Record as Blinx jumps on the red-hot seesaw. A platform that is safe to stand on slides to the other side. Then have Blinx hop over the platform to the far side of the seesaw. The platform slides back, giving you a safe ride to the goal gate platform when the recording rewinds and plays.



HAVE BLINX RECORD THE ACT OF JUMPING ON EACH SIDE OF THE SEESAW. THEN, WHEN THE RECORDING PLAYS BACK, YOU CAN SAFELY RIDE THE IRON PLATFORM FROM ONE SIDE TO THE OTHER.



COLLECT THE GOLD CRYSTALS, THEN RUN AND JUMP INTO THE GOAL GATE.

Red Medal

◦REQUIREMENTS: Pause



PAUSE THE GEARS AND JUMP OVER TO THE LARGER GEAR. FROM THERE, YOU CAN SWEEP UP THE RED MEDAL.

Gold Medal #1

◦REQUIREMENTS: Pause or Slow



GET THIS GOLD MEDAL FROM THE TOP OF THE LARGE SPINNING GEAR IN THE RIVER OF MOLTEN METAL ON THE FIRST FLOOR.

Gold Medal #2

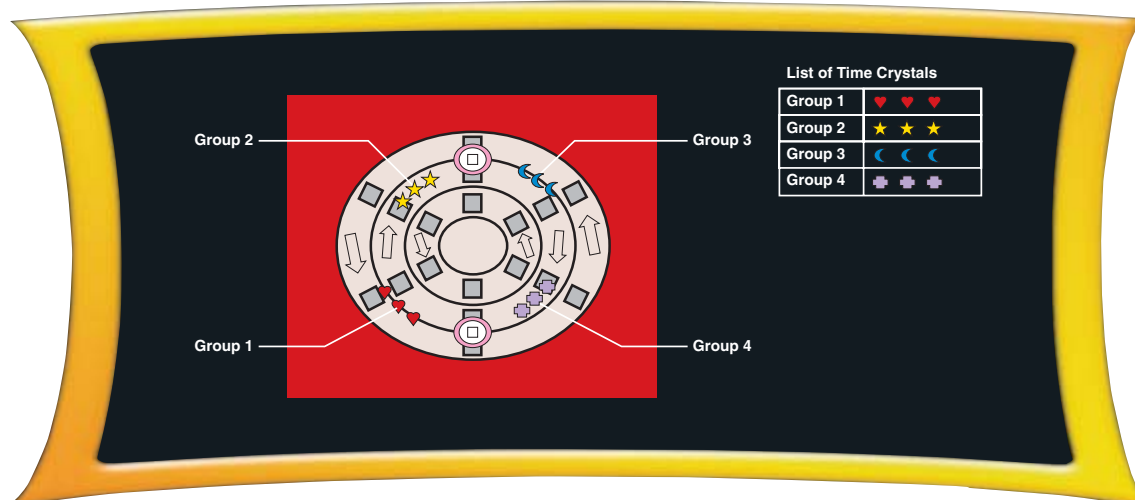
◦REQUIREMENTS: Pause or Slow



THIS MEDAL LIES ATOP A SIMILAR SPINNING GEAR BETWEEN THE FIRST AND SECOND STORIES OF THE FACTORY. USE PAUSE OR SLOW TO SLOW THE GEAR DOWN LONG ENOUGH FOR YOU TO GRAB THIS AS YOU CROSS OVER.

Stage 8 Boss: Juggernaut

◦Difficulty: ★★★★★ ◦HP: 8



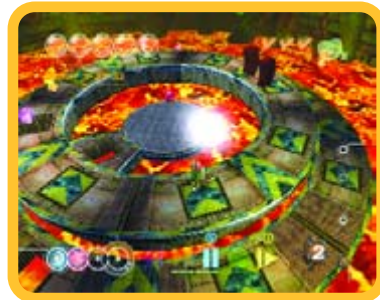
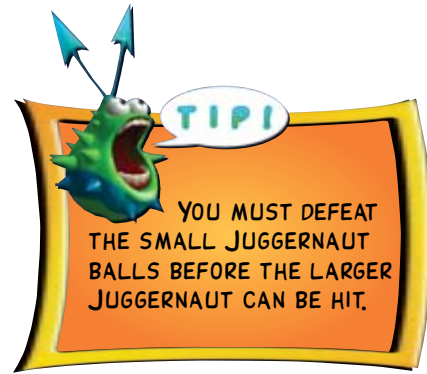
This is the most difficult of the stage Bosses. The Juggernaut is stronger and more powerful than he was when you met him in Stage 5. He is also much more aggressive and has more attacks than his earlier incarnation.



THIS TIME THE JUGGERNAUT IS RED

His main attacks are the spinning ball attack and a physical attack while he's in normal form. He's accompanied by three smaller spinning balls that tackle you until you shoot them with trash.

The Juggernaut also controls the spinning wheels that make up the battle arena. He can make them rise, fall, separate, and even dip down into the molten lava surrounding the stage. All of this combines to make the Juggernaut a fierce competitor and very hard to defeat.



THE JUGGERNAUT'S MANY ATTACKS!

Enter the stage with full health, tons of Pause and Slow time controls and as many Spike Bullets as you can afford. These help you defeat the Juggernaut more quickly. Don't waste them on his helper balls.

As before, the Juggernaut is only vulnerable when he resumes his normal form. At that point, fire a Spike Bullet at him. Watch out for retaliatory attacks by the red balls that accompany him.



IT GETS HARDER TO ATTACK THE JUGGERNAUT AS HE TAKES MORE DAMAGE. USE YOUR WITS TO DODGE HIS ATTACKS AND FIRE ENOUGH PROJECTILES TO DEFEAT HIM.

USE SLOW OR PAUSE TO GET THE UPPER HAND WHEN THE SITUATION LOOKS GRIM.

Stage 9: Momentopolis

You've finally reached Momentopolis, home of the Last Boss! Before you take him on, revisit some of your past Boss battles. Yes, that's right! Before the Last Boss takes the stage, time runs amok, sending you back and forth in time to four Boss battles: the Dust King (Stage 4), the Hydrosaur (Stage 7), the Kerogon (Stage 6), and the Juggernaut (Stage 8).

Defeat these monsters one after another in a Boss Rush before you take on the mysterious Last Boss. If you run out of time controls—or worse, Retry hearts—you have to start over.

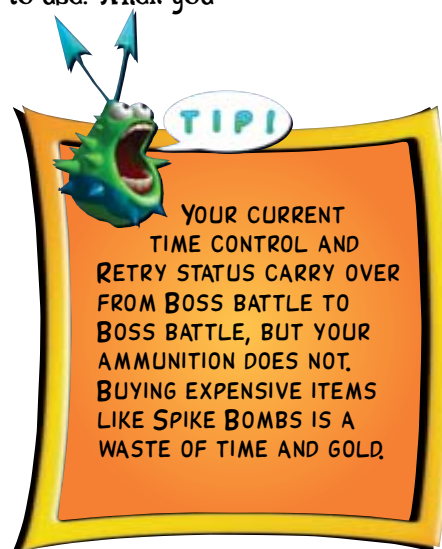
Practice defeating the repeat Bosses, one at a time, until you defeat them easily without taking much damage. Fight them while using as few time controls as possible, maximizing your ability to replace any that you do have to use. When you are adept, try the Boss Rush.



DO THESE GUYS LOOK FAMILIAR?



THE LAST BOSS, IN ALL HIS GLORY.



Here are the basics: The Last Boss has eight hit points and goes through four attack stages while you whittle away his HP down. Throughout the battle he uses two basic attacks: Sweeping Time and Attacking Time Controls (the Attacking Time Controls attack stops in the fourth stage).

He also has four attacks unique to each battle stage. In the first stage, expect him to lob bombs at you. In the second stage, he bombs you with regular bombs and ice bombs, which make the stage slippery. He also rocks the arena and tries to get you with his wave attack in the second battle stage.

The third stage features more of the same, this time accompanied by trash-lobbing and a chop attack. In the fourth and final stage, the Last Boss gets physical and tries to tackle you in a last-ditch attack to save his hide.

In the first two stages of the battle, attack him at his weak point: the hole through which he shoots bombs at you. Aim trash there to inflict pain and damage. In the third stage of battle, use time controls to help you destroy the Last Boss's armor with your handy sweeper.

In the last stage of the battle, shoot him with whatever trash you can lay your hands on. If you manage to defeat him, congratulations!



Secrets of the Game

You haven't fully completed the game unless you have all the hidden Cat Medals in every level and an A+ or better (S+) on every stage up to 8-4.

If you did that, you should be enjoying all the cool prizes Artoon bestows in this game. If not, what are you waiting for?

You get bonus animations and access to art galleries (not to mention a certain extra-special, ultimate sweeper) when you reach certain levels in your Cat Medal collection. To get the ultimate sweeper, you must have 90,000 gold and be in Round 9 shop before you go to the Final Boss. You must also have all the Cat Medals. Once you've earned a prize, you can go back and look at it as often as you like.

Getting a grade of A+ or higher on every level also gets you a special prize. Get them all!

A Time Monster Primer

In your quest to save the world from the villainy of the Tom-Tom Gang, you meet a variety of weird time monsters. This section introduces the monsters you must defeat to clear each stage. Each species of time monster appears in a variety of colors indicating strength and level.



Chronoblob

The Chronoblob is the most common time monster in the game. These gelatinous blobs come in a variety of colors and levels. All attack in the same way, by body-slamming poor Blink.

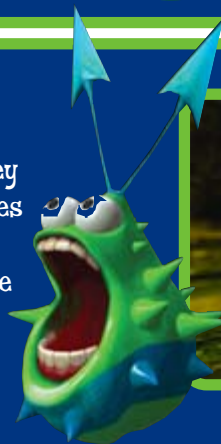
When the Chronoblob starts to flash, it's about to strike. Save your ammunition and yourself by jumping out of its way. Defeat Chronoblobs by shooting trash at them until they deflate.



Spiker

Spikers are a blob version of puffer fish. When they see an enemy in range, they bristle with sharp spikes and roll toward their foe at top ramming speed.

Shoot these prickly monsters with trash before they see you. Once they puff out their spikes, they are invulnerable and hard to stop. Dodge the spiky balls and shoot them when they momentarily let down their prickly guards.



Dust Herder

Dust Herders are odd-looking, acrobatic monsters that balance themselves on fancy balls while shooting trash at their foes. Defeat them by shooting trash while dodging their attacks. When the battle is over, steal the ball. It's worth 100 gold at the trash exchange.





Octaballoon

You meet the tricky Octaballoon often in your quest. These small octopi hang from helium-filled balloons and shoot trash at their enemies. They are easily defeated with trash projectiles if you can aim accurately and fire.

If the Octaballoon is too high or you are standing too close, the auto-aiming capabilities of Blinx's sweeper won't always lock on the monster.



Keropper

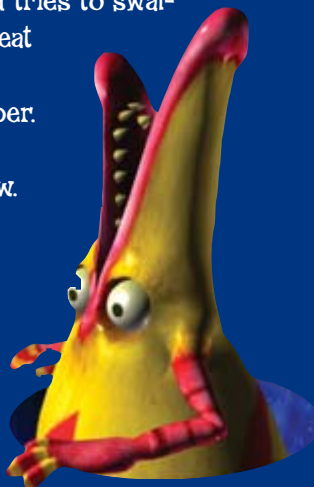
Defeat these gluttonous frogs by feeding them trash until they are so fat and slow that you can run behind them and shoot them. Alternatively, sweep up one of the bombs that is almost always located nearby and feed it to the Keropper. The bomb explodes in the monster's gullet, damaging it or even destroying it.



Molegon

The Molegon shows up first in the sandy floor of the Hourglass Caves (Stage 3) and in a variety of other environments. It dwells underground, occasionally popping its head out to look around.

If it spots prey, it sneaks up beneath it and tries to swallow the prey whole in its snapping jaws. To defeat these subterranean terrors, coax one to peek above ground, then shoot at it with your sweeper. You need quick reflexes and judicious use of **Rewind** and **Slow**.





Gatekeeper

The Gatekeeper is an enchanted gate. When you approach it, its spirit flies out and floats around. Defeat the spirit, and the gate disappears in a poof of smoke and time crystals. Until you defeat the Gatekeeper, you cannot pass through the gate.



Water Spirit

The Water Spirit lumbers into your life in the Forgotten City (Stage 4). It's a giant, vaguely dinosaur-like blob of water that slowly stalks you when you walk into range. This monster takes roughly 10 hits to defeat.

It doesn't have a conventional attack, but its bulk makes it tough to dodge—especially if it backs you into a corner. It is susceptible to fire, so use a Flame Sweeper against it. Another way to take it out easily (especially if you have a limited amount of trash) is to double-team it by using Record.

Record yourself attacking the Water Spirit with a full sweeper of trash. During the playback, circle around to the back of the Water Spirit and add your attack to your ghost's attack. When you defeat the Water Spirit's first form, it reveals its true form. This form takes another hit to defeat.



Golem

When you walk into a room filled with spare robot parts, watch out! Chances are those parts will come to life and form into the time monster called the Golem. The Golem is a walking automaton that attacks with the floating orbs surrounding it.

If you run into one of these orbs, Blinx takes damage. The best—and most lucrative—way to defeat these monsters is to sweep up as many parts as you can before the Golem assembles itself. This makes the monster weaker, and the parts are worth 100 gold each at the end of the round.





Combustasaur

The Combustasaur makes its first appearance in Stage 6: The Mine of Precious Moments. It's the fiery version of the Water Spirit, and it attacks by hurling fireballs at you.

Use the tactics you employed on the Water Spirit. Doubling your attack power with a Record works very well, as does the Freeze Sweeper. When you defeat the first form, the Combustasaur reveals its true form. Another hit takes this one out.



Ice Turtle

Ice Turtle first shows up at the beginning of Stage 7-1 in the frozen snow of Everwinter. It huddles in the snow, looking like a snow-covered rock, until you approach. Then the Ice Turtle jumps up and stalks you.

If you hit one with a piece of trash or another projectile, it explodes after a single hit. Hit these monsters from a distance or hit them up close and run away, lest you get caught in the blast!



Typhoon

Typhoons are among the last monsters to be introduced, appearing in Stage 7 in the icy climes of Everwinter. They win the award for most annoying monster. Typhoons look like floating sea-horses—when you can see them—and always appear in a group. As you walk into range, they immediately begin to spin into cyclones.

Although Typhoons don't damage Blinx directly, they detain you until another time monster arrives. Typhoons pick you up and spin you around until you are dizzy or in the path of another enemy—very annoying!

Take them out immediately with a large piece of garbage. You can catch them in mid-spin by using a Pause.



Benito Brothers

The Benito Brothers form a special category of enemy. These thugs appear periodically as you progress. Sometimes you spot one peeking out of a hole in time. If you come upon a large circle of gold crystals, you can expect a brother to fly in on his airbike to steal that gold away.

Take these foes on if you wish. They don't count toward the number of time monsters you have to defeat to open a goal gate, and you can't kill them before they escape back into the stream of time. The airbike-riding Benito Brother does drop time crystals when you hit him, however, and attacking him dissuades him from stealing any crystals in his path (gold or otherwise).

Attacking a peeping Benito Brother merely makes him stop appearing in that spot. This is good if his time hole is on the ground and in your way.

